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Doyle's Games

OF

Whist,
Quadrille,
Piquet,
Quinze,
Vingtun,
Sansquenet,
Pharo,
Rouge & Noir

Cribbage,
Matrimony,
Cassino,
Reverses,
Put,
Connexions,
All Fours &
Speculation.

ACCURATELY

DISPLAYING

Rules and Practice

As Admitted & Established by the First Players in the Kingdom.

Edinburgh

Printed for P. & W. WYNNE, Paternoster Row,
and VERNOR, HOOD & SHARPE, Poultry.

1807.

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THE
NEW POCKET HOYLE,

Containing

THE GAMES

OF

WHIST,
QUADRILLE,
PIQUET,
QUINZE,
LANSQUENET,
PHARO,
ROUGE ET NOIR,
CRIBBAGE,

MATRIMONY,
CASSINO,
REVERSES,
PUT,
CONNEXIONS,
ALL FOURS,
AND
SPECULATION.

Accurately displaying

THE RULES AND PRACTICE,

As admitted and established by the first Players in
the Kingdom.

FOURTH EDITION.

London :

Printed for P. and W. Wynne, Paternoster-Row ;
Vernor, Hood, and Sharpe, Poultry ; J. Murray,
Fleet-Street ; Lackington, Allen, and Co. Finsbury
Square ; and B. Crosby, Stationers'-Court.

1807.

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NEW POCKET HOYLE

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QUADRILLE,	CASINO,
FIGURE,	REVERSI,
QUINCE,	POY,
LANQUENET,	CONNECTIONS,
PHARO,	ALL FOURS,
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W. Wilson, Printer, St. John's Square.

1807.

P R E F A C E.

THE deservedly high estimation in which Mr. Hoyle's Games have been long held, has induced the Proprietors of this volume to present the Public with an elegant Pocket Edition of the said work ; such an one as might form in itself A COMPLETE COMPANION TO THE CARD TABLE, and render a reference to any works of a similar nature totally unnecessary.

In order to obtain this object, the whole has been carefully revised, and newly arranged ; every writer of merit has been consulted with the greatest caution, and such additions and corrections have been adopted as were found necessary to the perfection of the work.

With these advantages, the Proprietors look forward with confidence, to its introduction into all fashionable circles, and its general adoption by the Public at large, as they are conscious that it will be found more convenient in its form, more elegant in its execution, and more correct in its matter, than any edition of the same work which has hitherto appeared.

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London, Printed by J. Smith, in Pall-mall.

HOYLE'S GAMES,

&c. &c.

THE GAME OF WHIST.

WHIST is a well known game at cards, which requires great attention and silence : hence the name. It is played by four persons, who cut the cards for partners. The two highest and the two lowest are together, and the partners sit opposite to each other. The person who cuts the lowest card is to deal first. In cutting, the ace is lowest.

Each person has a right to shuffle the cards before the deal ; but it is usual for the elder hand only, and the dealer after.

The pack is then cut by the right hand adversary ; and the dealer distributes the cards, one by one, to each of the players ; beginning with the person who sits on his left hand, till he comes to the last card, which he turns up.

being the trump, and leaves on the table till the first trick is played.

The person on the left hand side of the dealer is called the elder hand, and plays first : whoever wins the trick becomes elder hand, and plays again : and so on, till all the cards are played out.

The tricks belonging to each party should be turned and collected by the respective partner of whoever wins the first trick in every hand.

All above six tricks reckon towards the game.

The ace, king, queen, and knave of trumps, are called honours : and in case any three of these honours have been played between, or by either of the two partners, they reckon for two points towards the game : and if the four honours have been played between, or by either of the two partners, they reckon for four points towards the game.

The game consists of ten points.

No one, before his partner has played, may inform him that he has, or has not, won the trick ; even the attempt to take up a trick, though won before the last partner has played, is deemed very improper.

No intimations of any kind, during the play of the cards, between partners, are to be admitted. The mistake of one party is the game of the other. There is, however, one exception to this rule, which is in case of a revoke. If a person happens not to follow suit, or trump a suit, the partner is at liberty to enquire of him, whether he is sure he has none of that suit in his hand. This indulgence must have arisen from the severe penalties annexed to revoking, which affects the partners equally; and is now universally admitted.

TERMS USED IN THE GAME OF WHIST.

FINESSING, is the attempt to gain an advantage, thus: if you have the best, and third best card of the suit led, you put on the third best, and run the risk of your adversary's having the second best: if he has it not, which is two to one against him, you are then certain of gaining a trick.

FORCING, is playing the suit of which your partner, or adversary, has not any, and which he must trump, in order to win.

LONG TRUMP, means the having one or more trumps in your hand, when all the rest are out.

LOOSE CARD, is a card of no value, and consequently, the most proper to throw away.

POINTS. Ten of them constitute the game: as many as are gained by tricks or honours, so many points are set up to the score of the game.

QUART, is four successive cards in any suit.

QUART-MAJOR, is a sequence of ace, king, queen and knave.

QUINT, is five successive cards in any suit.

QUINT-MAJOR, is a sequence of ace, king, queen, knave, and ten.

SEE-SAW, is when each partner trumps a suit, and when they play those suits to each other, for that purpose.

SCORE, is the number of points set up. The following is the most approved method of scoring.

1	2	3	4	5	6	7	8	9
				0	0	00	000	0
0	00	000	0000	00	000	0	0	0
								0

SLAM, is when either party win every trick.

TENACE, is possessing the first and third best cards, and being last player : you consequently catch the adversary when that suit is played : as, for instance, in case you have ace and queen of any suit and your adversary leads that suit, you must win two tricks, by having the best and third best of the suit played, and being last player.

TERCE, is three successive cards in any suit.

TERCE-MAJOR, is a sequence of ace, king, and queen.

AN ARTIFICIAL MEMORY, FOR THOSE WHO PLAY AT THE GAME OF WHIST.

As the great art of playing this game well depends on a proper recollection of the cards that have been played, and also of those remaining in hand, we particularly recommend the following seven Rules to the attention of the learner.

1. Place your trumps to the left of all the

other suits in your hand ; your best or strongest suit next : your second best next ; and your weakest last on the right hand.

2. If, in the course of play, you find you have the best card remaining of any suit, place it to the right of them, as it will certainly win a trick, after all the trumps are played.

3. When you find you are possessed of the second best card of any suit to remember, place it on the right hand of that card you have already to remember as the best card remaining.

4. When you are possessed of the third best card of any suit, place a small card of that suit between the second best card and your third best.

5. In order to remember your partner's first lead, place a small card of the suit led, entirely to the left of your trumps.

6. When you deal, put the trump turned up, to the left of all your trumps, and keep it as long as you are able, that your partner may know you have still that trump left.

7. As a revoke is of material consequence in the game, a strict observance of the following rules will enable you to discover when and in what suit your adversary has revoked.

Suppose the two suits on your right hand to represent your adversaries in the order they sit, as to your right and left hand.

When you have reason to suspect that either of them have made a revoke in any suit, clap a small card of that suit amongst the cards representing that adversary. By this means you record, not only that there may have been a revoke, but also, which of them made it, and in what suit.

LAWS OF THE GAME OF WHIST,
AS PLAYED BY THE MOST FASHIONABLE CIR-
CLES IN LONDON, BATH, TUNBRIDGE
WELLS, BRIGHTON, MARGATE, &C.
OF DEALING.

1. If a card is turned up in dealing, the adverse party may call a new deal, if they think proper; but if either of them have been the cause of turning up such card, then the dealer has the option.

2. If a card is faced in the deal, there must

be a fresh deal ; unless it happens to be the last deal.

3. It is the duty of every person who plays to see that he has thirteen cards. If any one happens to have only twelve, and does not find it out till several tricks are played, and that the rest have their right number, the deal stands good, and the person who played with the twelve cards is to be punished for each revoke, provided he has made any. But if any of the rest of the players should happen to have fourteen cards, in that case the deal is lost.

4. The dealer should leave his trump card upon the table, till it is his turn to play ; and after he has mixed it with his other cards, no one has a right to demand what card was turned up, but may ask what is trumps : in consequence of this law the dealer cannot name a wrong card, which otherwise he might have done.

5. None of the players may take up or look at their cards while they are dealing out : when this is the case, the dealer, if he should happen to miss deal, has a right to deal again, unless it arises from his partner's fault ; and if a card is turned up in dealing, no new

deal can be called, unless the partner was the cause of it.

6. If any person deals, and instead of turning up the trump, he puts the trump card upon the rest of his cards, with the face downwards, he loses his deal.

OF PLAYING OUT OF TURN.

7. If any person plays out of his turn, it is in the option of either of his adversaries to call the card so played, at any time in that deal, provided it does not make him revoke; or either of the adversaries may require of the person who ought to have led, the suit the said adversary may choose.

8. If a person supposes he has won the trick, and leads again before his partner has played, the adversary may oblige his partner to win it if he can.

9. If a person leads, and his partner plays before his turn, the adversary's partner may do the same.

10. If the ace or any other card of a suit is led, and the last player should happen to play out of his turn, whether his partner has any of

the suit led or not, he is neither entitled to trump it, nor to win the trick; provided you do not make him revoke.

OF REVOKING.

11. If a revoke happens to be made, the adversary may add three to their score, or take three tricks from the revoking party, or take down three from their score; and if up, notwithstanding the penalty, they must remain at nine: the revoke takes place of any other score of the game.

12. If any person revokes and discovers it before the cards are turned, the adversary may call the highest or lowest of the suit led, or call the card then played, at any time when it does not cause a revoke.

13. No revoke can be claimed till the trick is turned and quitted, or the party who revoked, or his partner have played again.

14. If a revoke is claimed by any person, the adverse party are not to mix their cards, upon forfeiture of the revoke.

15. No person can claim a revoke after the cards are cut for a new deal.

OF CALLING HONOURS.

16. If any person calls except at the point of eight, the adversary may call a new deal, if they think proper.

17. After the trump card is turned up, no person must remind his partner to call, on penalty of losing one point.

18. No honours in the preceding deal can be set up, after the trump card is turned up, unless they were before claimed.

19. If any person calls at eight, and his partner answers, and the adverse party have both thrown down their cards, and it appears they have not the honours, they may either stand the deal or have a new one.

20. If any person answers without having an honour, the adversary may consult and stand the deal or not.

21. If any person calls at eight, after he has played, it is in the option of the adverse party to call a new deal.

OF SEPARATING AND SHEWING THE
CARDS.

22. If any person separates a card from the rest, the adverse party may call it, provided he names it, and proves the separation; but if he calls a wrong card, he or his partner are liable for once to have the highest or lowest card called in any suit led during that deal.

23. If any person, supposing the game lost, throws his cards upon the table with their faces upwards, he may not take them up again, and the adverse party may call any of the cards when they think proper, provided they do not make the party revoke.

24. If any person is sure of winning every trick in his hand, he may shew his cards, but he is then liable to have them called.

OF OMITTING TO PLAY TO A TRICK.

25. If any person omits playing a trick, and it appears he has one card more than the rest, it is in the option of the adversary to have a new deal.

RESPECTING WHO PLAYED A PARTICULAR CARD.

26. Each person, in playing, ought to lay his card before him ; and if either of the adversaries mix their cards with his, his partner may demand each person to lay his card before him ; but not to enquire who played any particular card.

SHORT RULES FOR LEARNERS.

Before we enter upon the more complex points of the game, we recommend the learner to commit the following twenty-four short Rules to memory.

1. Lead from your strong suit, and be cautious how you change suits.
2. Lead through an honour when you have a good hand.
3. Lead through your strong suit, and up to the weak ; but not in trumps, unless you are very strong in them.

4. Lead a trump, if you have four or five, or a strong hand ; but not if weak.

5. Sequences are eligible leads, and begin with the highest.

6. Follow your partner's lead ; but not your adversary's.

7. Do not lead from ace queen, or ace knave.

8. Do not lead an ace unless you have the king,

9. Do not lead a thirteenth card, unless trumps are out.

10. Do not trump a thirteenth card, unless you are last player, or want the lead.

11. Play your best card third hand.

12. When you are in doubt, win the trick.

13. When you lead small trumps, begin with the highest.

14. Do not trump out, when your partner is likely to trump a suit.

15. Having only a few small trumps, make them when you can.

16. Make your tricks early, and be cautious how you finesse.

17. Never neglect to make the odd trick when in your power.

18. Never force your adversary with your best card, unless you have the next best.

19. If you have only one card of any suit, and but two or three small trumps, lead the single card.

20. Always endeavour to keep a commanding card to bring in your strong suit.

21. When your partner leads, endeavour to keep the command in his hand.

22. Always keep the card you turned up as long as you conveniently can.

23. If your antagonists are eight, and you have no honour, play your best trump.

24. Always attend to the score, and play the game accordingly.

GENERAL RULES FOR BEGINNERS.

1. When it is your lead, begin with your best suit. If you have a sequence of king, queen, and knave, or queen, knave, and ten, they are sure leads, and will always gain the tenace to yourself, or partner, in other suits. Begin with the highest of a sequence, unless you have five: in that case, play the lowest

(except in trumps, when you must always play the highest), in order that you may get the ace or king out of your partner's or adversary's hand ; by which means you make room for your suit.

2. When you have five small trumps, and no good cards in the other suits, trump out. It will have this good effect, to make your partner the last player, and by that means give him the tenace.

3. When you have only two small trumps, with ace and king of two other suits, and a deficiency of the fourth suit, make as many tricks as you can immediately ; and if your partner should refuse either of your suits, do not force him, as that may weaken his game too much.

4. It is seldom necessary for you to return your partner's lead immediately, if you have good suits of your own to play ; unless it be to endeavour to save or win a game. A good suit is when you have sequences of king, queen, and knave, or queen, knave, and ten.

5. When you are each five tricks, and you are certain of two tricks in your own hand, do not fail to win them, in expectation of scoring two that deal ; because if you lose the odd

trick it makes a difference of two, and you play two to one against yourself. There is, however, one exception to this rule, and that is, when you see a probability of saving your lurch, or of winning the game; in either of which cases you are to risk the odd trick.

6. If you have a probability of winning the game, always risk a trick or two: because the share of the stake which your adversary has by a new deal, will amount to more than the point or two which you risk by that deal.

7. When your adversary is six or seven love, and it is your turn to lead, in that case you ought to risk a trick or two, in hopes of putting your game upon an equality: therefore admitting you have the queen or knave, and one other trump, and no good cards in any other suit, play out your queen or knave of trumps; by which means you strengthen your partner's game if he is strong in trumps, and if he is weak, you do him no injury.

8. When you are four of the game you must play for an odd trick, because it saves one half of the stake you are playing for; and, in order to win the odd trick, though you are pretty strong in trumps, be very careful how

you trump out. What is meant by being strong in trumps, is, in case you have one honour and three trumps.

9. When you are nine of the game, and, though strong in trumps, observe that there is a chance of your partner's trumping any of the adversary's suits, in that case do not trump out, but give him an opportunity of trumping those suits. If your game is scored, 1, 2, or 3, you must play the reverse; and also at 5, 6, or 7; because in these two last recited cases, you play for more than one point.

10. When you are last player, and observe that the third hand cannot put a good card on his partner's lead, provided you have no good game of your own to play, return your adversary's lead. This will give your partner the tenace in that suit, and very often forces the adversary to change suits, and consequently gains the tenace in that suit also.

11. When you have ace, king, and four small trumps, begin with a small one; because it is an equal chance that your partner has a better trump than the last player: if so, you have three rounds of trumps; if not, you cannot fetch out all the trumps.

12. When you have ace, king, knave, and three small trumps, begin with the king, and then play the ace, (except one of the adversaries refuses trumps) because the odds is in your favour that the queen falls.

13. When you have king, queen, and four small trumps, begin with a small one; because the chance is in your favour that your partner has an honour.

14. When you have king, queen, ten, and three small trumps, begin with the king; because you have a fair chance that the knave will fall in the second round, or you may wait to finesse your ten upon the return of trumps from your partner.

15. When you have queen, knave, and four small trumps, you must begin with a small one; because the chance is in your favour that your partner has an honour.

16. When you have queen, knave, nine, and three small trumps, you must begin with the queen; because you have a fair chance that the ten falls in the second round; or you may wait to finesse the nine.

17. When you have knave, ten, and four small trumps, you must begin with a small

one ; because the chance is in your favour that your partner has an honour.

18. When you have knave, ten, eight, and three small trumps, you must begin with the knave, in order to prevent the nine from making a trick ; and the odds is in your favour that the three honours fall in two rounds.

19. When you have six trumps of a lower denomination, begin with the lowest, unless you should have ten, nine, and eight, and an honour turns up against you ; in that case, if you are to play through the honour, begin with the ten, which obliges your adversary to play his honour to his disadvantage, or leaves it in your partner's option, whether he will pass it or not.

20. When you have ace, king, and three small trumps, begin with a small one, for the reason assigned in No. 15.

21. When you have ace, king, and knave, and two small trumps, begin with the king ; which, next to a moral certainty, informs your partner that you have ace and knave remaining ; and by putting the lead into your partner's hand, he plays you a trump ; upon which you are to finesse the knave, and no ill consequence

can attend such play, unless the queen lies behind you single.

22. When you have king, queen, and three small trumps, begin with a small one, for the reason assigned in No. 15.

23. When you have king, queen, ten, and two small trumps, begin with the king, for the reason assigned in No. 21.

24. When you have queen, knave, and three small trumps, begin with a small one, for the reason assigned in No. 15.

25. When you have queen, knave, nine, and two small trumps, begin with the queen, for the reason assigned in No. 16.

26. When you have knave, ten, and three small trumps, begin with a small one, for the reason assigned in No. 15.

27. When you have knave, ten, eight, and two small trumps, begin with the knave, because in two rounds of trumps it is odds but the nine falls; or, upon the return of trumps from your partner, you may finesse the eight.

28. When you have five trumps of a lower denomination, begin with the lowest, unless you have a sequence of ten, nine, and eight; in that case begin with the highest.

29. When you have ace, king, and two small trumps, begin with a small one, for the reason assigned in No. 15.

30. When you have ace, king, knave, and one small trump, begin with the king, for the reason assigned in No. 21.

31. When you have king, queen, and two small trumps, begin with a small one, for the reason assigned in No. 15.

32. When you have king, queen, ten, and one small trump, begin with the king, and wait for the return of trumps from your partner, when you are to finesse your ten, in order to win the knave.

33. When you have queen, knave, nine, and one small trump, begin with the queen, in order to prevent the ten from making a trick.

34. When you have knave, ten, and two small trumps, begin with a small one, for the reason assigned in No. 15.

35. When you have knave, ten, eight, and one small trump, begin with the knave, in order to prevent the nine from making a trick.

36. When you have ten, nine, eight, and one small trump, begin with the ten, which

leaves it in your partner's discretion whether he will pass it or not.

37. When you have ten, and three small trumps begin with a small one.

EIGHT PARTICULAR RULES.

1. When you have ace, king, and four small trumps, with a good suit, play three rounds of trumps, otherwise you are in danger of having your strong suit trumped.

2. When you have king, queen, and four small trumps, with a good suit, trump out with the king; because, when you have the lead again, you will have three rounds of trumps.

3. When you have king, queen, ten, and three small trumps, with a good suit, trump out with the king, in hopes of the knave's falling at the second round; and do not wait to finesse the ten, lest your strong suit should be trumped.

4. When you have queen, knave, and three small trumps, with a good suit, you must trump out with a small one.

5. When you have queen, knave, nine, and

two small trumps, with a good suit, trump out with the queen, in hopes that the ten will fall at the second round; and do not wait to finesse the nine, but trump out a second time, for the reason assigned in No. 3.

6. When you have knave, ten, and three small trumps, with a good suit, trump out with a small one.

7. When you have knave, ten, eight, and two small trumps, with a good suit, trump out with the knave, in hopes that the nine will fall at the second round.

8. When you have ten, nine, eight, and one small trump, with a good suit, trump out with the ten.

PARTICULAR GAMES.

Games whereby you are assured that your partner has no more of the suit played either by yourself or him; with Observations.

1. Suppose you lead from queen, ten, nine, and two small cards of any suit, the second hand puts on the knave, your partner plays

the eight : in this case, you having queen, ten, and nine, it is a demonstration, if he plays well, that he can have no more of that suit. Therefore, by this discovery you may play your game accordingly, either by forcing him to trump that suit, if you are strong in trumps, or by playing some other suit.

2. Suppose you have king, queen, and ten of a suit, and you lead your king, your partner plays the knave, this clearly demonstrates that he has no more of that suit.

3. Suppose you have king, queen, and several more of a suit, and you begin with the king ; in some cases it is good play in your partner, when he has the ace, and only one small card in that suit, to win his partner's king with his ace : for suppose he is very strong in trumps, by taking his partner's king with the ace, he trumps out, and after he has cleared the board of trumps, he returns his partner's lead ; and having parted with the ace of that suit, he has made room for his partner to make that whole suit ; which possibly could not have been done, if he had kept the command in his hand.

4. And supposing his partner has no other

good card in his hand beside that suit, he loses nothing by the ace's taking of his king; but if it should so happen that he has a good card to bring in that suit, he gains all the tricks which he makes in that suit, by this method of play. And as your partner has taken your king with the ace, and trumps out upon it, you have reason to suppose he has one of that suit to return you; therefore do not throw away any of that suit, even to keep a king or queen guarded.

GAMES BOTH TO ENDEAVOUR TO DECEIVE
AND DISTRESS YOUR ADVERSARIES, AND
TO DEMONSTRATE YOUR GAME TO YOUR
PARTNER.

1. Suppose I play the ace of a suit of which I have ace, king, and three small ones; the last player does not choose to trump it, having none of the suit: if I am not strong enough in trumps, I must not play out the king, but keep the command of that suit in my hand by playing a small one; which I must do in order to weaken his game.

2. If a suit is led, of which I have none,

and there is a great probability that my partner has not the best of that suit, in order to deceive the adversary, I throw away my strong suit ; but to clear up doubts to my partner when he has the lead, I throw away my weak suit. This method of play will generally succeed, unless with very good players ; and even with them you will more frequently gain than lose by this method of play.

PARTICULAR GAMES TO BE PLAYED BY
WHICH YOU RUN THE RISK OF LOSING
ONE TRICK ONLY, TO GAIN THREE.

1. Suppose clubs to be trumps, a heart is played by your adversary ; your partner having none of that suit, throws away a spade ; you are then to judge that his hand is composed of trumps and diamonds ; and suppose you win that trick, and being too weak in trumps, you dare not force him ; and suppose you should have king, knave, and one small diamond ; and further, suppose your partner to have queen, and five diamonds ; in that case, by throwing

out your king in your first lead, and your knave in your second, your partner and you may win five tricks in that suit; whereas if you had led a small diamond, and your partner's queen having been won with the ace, the king and knave remaining in your hand obstructs the suit: and though he may have the long trump, yet by playing a small diamond, and his long trump having been forced out of his hand, you lose by this method of play three tricks in that deal.

2. Suppose in the like case of the former, you should have queen, ten, and one small card in your partner's strong suit, (which is to be discovered by the former example); and suppose your partner to have knave and five small cards in his strong suit; you having the lead, are to play your queen, and when you play again, you are to play your ten; and suppose him to have the long trump, by this method he makes four tricks in that suit.

3. In the above examples you are supposed to have the lead, and by that means have had an opportunity of throwing out the best cards in your hand of your partner's strong suit, in order to make room for the whole suit: we

will now suppose your partner is to lead, and in the course of play it appears to you that your partner has one great suit ; suppose ace, king, and four small ones, and that you have queen, ten, nine, and a very small one of that suit ; when your partner plays the ace, you are to play the nine ; when he plays the king, you are to play the ten ; by which means you see, in the third round, you make your queen, and having a small one remaining, you do not obstruct your partner's great suit ; whereas, if you had kept your queen and ten, and the knave had fallen from the adversaries, you had lost two tricks.

4. If, as in the former case, you find your partner has one great suit, and that you have king, ten, and a small one of that suit : your partner leads the ace, in that case play your ten, and in the second your king : this method is to prevent a possibility of obstructing your partner's great suit.

5. If your partner has ace, king, and four small cards in his great suit, and you have queen, ten, and a small card, in that suit : when he plays his ace, play your ten, and when he plays his king, play your queen ; by

which method of play you only risk one trick to get four.

**PARTICULAR GAMES TO BE PLAYED WHEN
EITHER OF YOUR ADVERSARIES TURNS
UP AN HONOUR.**

1. If the knave is turned up on your right hand, and you have king, queen, and ten; in order to win the knave, begin to play with your king: by this play, your partner will suppose you have queen and ten remaining; especially if you have a second lead, and do not proceed to your queen.

2. If the knave is turned up as before, and you have ace, queen, and ten; play the queen, which answers the purpose of the above rule.

3. If the queen is turned up on your right hand, and you have ace, king, and knave; by playing the king, it also answers the purpose of the above rule.

4. If an honour is turned up on your left hand, and you should hold no honour, in that case, play trumps through that honour: but in

case you should hold an honour, (except the ace) be cautious how you play trumps, because in case your partner holds no honour, your adversary will play your own game upon you.

A CASE TO DEMONSTRATE THE DANGER OF
FORCING YOUR PARTNER.

Suppose you have a quint-major in trumps, with a quint-major, and three small cards of another suit, and have the lead; if your adversaries have only five trumps in either hand, in this case you will win every trick.

On the contrary, suppose your left hand adversary has five small trumps, with a quint-major and three small cards of another suit, and that he has the lead, and forces you to trump first, by which means you will win only five tricks.

A CASE TO DEMONSTRATE THE ADVANTAGE
TO BE GAINED BY A SAW.

Suppose A and B partners, and that A has a quart-major in clubs, they being trumps, another quart-major in hearts, another quart-

major in diamonds, and the ace of spades. And let us suppose the adversaries C and D to have the following cards ; viz. C has four trumps, eight hearts, and one spade ; D has five trumps and eight diamonds ; C being to lead, plays an heart, D trumps it ; D plays a diamond, C trumps it ; and thus pursuing the saw, each partner trumps a quart-major of A's, and C being to play at the ninth trick, plays a spade, which D trumps : thus C and D have won the nine first tricks, and leave A with his quart-major in trumps only.

This case shews, that whenever you can establish a saw, it is your interest to embrace it.

DIRECTIONS FOR PUTTING UP AT SECOND HAND, KING, QUEEN, KNAVE, OR TEN OF ANY SUIT, &c.

1. Suppose you have the king, and one small card of any suit, and your right hand adversary plays that suit ; if he is a good player, do not put up the king, unless you want the lead ; because a good player seldom leads from a suit of which he has the ace, but keeps it in

his hand (after the trumps are played out) in order to bring in his strong suit.

2. If you have a queen, and one small card of any suit, and your right hand adversary leads that suit; do not put on the queen; because, suppose the adversary has led from the ace and knave, in that case, upon the return of that suit, your adversary finesses the knave, which is generally good play, especially if his partner has played the king, you then thereby make your queen; but by putting on the queen, it shews your adversary that you have no strength in that suit, and, consequently, puts him upon finessing upon your partner throughout that suit.

3. In case you should have the knave, or ten of any suit, with a small card of the same suit, it is generally bad play to put up either of them at second hand; because it is five to two that the third hand has either ace, king, or queen of the suit led: it therefore follows, that as the odds against you are five to two, and though you may succeed sometimes by this method of play, yet in the main you must be a loser; because it demonstrates to your adversaries, that you are weak in that suit,

and, consequently, they finesse upon your partner throughout the whole of that suit.

4. Suppose you have ace, king, and three small cards of a suit; your right hand adversary leads that suit; upon which you play your ace, and your partner plays the knave. If you are strong in trumps, return a small one in that suit, in order to let your partner trump it: by this means you keep the command of that suit in your own hand, and at the same time it gives your partner an intimation that you are strong in trumps; and, therefore, he plays his game accordingly.

DIRECTIONS HOW TO PLAY WHEN AN ACE, KING, OR QUEEN, ARE TURNED UP ON YOUR RIGHT HAND.

If the ace is turned up on your right hand, and you have the ten and nine of trumps only, with ace, king, and queen of another suit, and eight cards of no value; begin with the ace of the suit of which you have the ace, king, and queen, which is an intimation to your partner that you have the command of that suit; then play your ten of trumps, because it is five to

two that your partner has king, queen, or knave of trumps; and though it is about seven to two that your partner has not two honours, yet, should he chance to have them, and they prove to be the king and knave, in that case, as your partner will pass your ten of trumps, and as it is thirteen to twelve against the last player's holding the queen of trumps, upon supposition your partner has it not, in that case when your partner has the lead, he plays to your strong suit, and upon your having the lead, you are to play the nine of trumps, which puts it in your partner's power to be almost certain of winning the queen, if he lies behind it.

2. The like method of play may be used, if the king or queen are turned up on your right hand: but you are always to distinguish the difference of your partner's capacity; because a good player will make a proper use of such play, but a bad one seldom, if ever.

3. If the adversary on your right hand leads the king of trumps, and you have the ace and four small trumps, with a good suit; in this case it is your interest to pass the king, and though he should have king, queen, and knave

of trumps, with one more, if he is a moderate player, he will play the small one, supposing that his partner has the ace: when he plays the small one, you are also to pass it, because it is an equal chance that your partner has a better trump than the last player. If so, and he happens to be a tolerable player, he will judge you have a sufficient reason for this method of playing, and, consequently, if he has a trump left, he will play it; if not, he will play his best suit.

DIRECTIONS HOW TO PLAY WHEN THE TEN OR NINE IS TURNED UP ON YOUR RIGHT HAND.

1. When the ten is turned up on your right hand, and you have king, knave, nine, and two small trumps, with eight other cards of no value, and it is proper to lead trumps; in that case, begin with the knave, in order to prevent the ten from making a trick; and though it is but about five to four that your partner holds an honour, yet if that should fail, by finessing your nine on the return of trumps from your partner, you have the ten in your power.

2. If the nine is turned up on your right hand, and you should have knave, ten, eight, and two small trumps, by leading the knave, it answers the like purpose of the above case.

3. You must always make a distinction between a lead of choice, and a forced lead of your partner's: because, in the first case, he is supposed to lead from his best suit, and finding you deficient in that suit, and not being strong enough in trumps, nor daring to force you, he then plays his next best suit; by which alteration of play, it is next to a certainty that he is weak in trumps: but should he persevere, by playing off his first lead, if he is a good player, you are to judge him strong in trumps, and it is a direction for you to play your game accordingly.

4. Nothing is more injurious to you, than to change suits often; because in every new suit you run the risk of giving your adversary the tenace; and, therefore, though you lead from a suit of which you have the queen, ten, and three small ones, and your partner puts up the nine only, in that case, if you should happen to be weak in trumps, and have no tolerable suit to lead from, it is your best play to pursue

the lead of that suit by playing your queen, which leaves it in your partner's option whether he will trump it or not, in case he has no more of that suit: but in your second lead, if you should happen to have the queen or knave of any other suit, with one card only of the same suit, it would be better play to lead from your queen or knave of either of these suits, it being five to two that your partner has one honour at least in either of those suits.

5. When you have ace, king, and one small card of any suit, with four trumps, if your right hand adversary leads that suit, pass it; because it is an equal chance that your partner has a better card in that suit than the third hand: if so, you gain a trick by it; if otherwise, as you have four trumps, you need not fear to lose by it, because when trumps are played, you may be supposed to have the long trump.

A CAUTION NOT TO PART WITH THE COMMAND OF YOUR ADVERSARY'S GREAT SUIT.

Be very cautious how you part with the command of your adversary's great suit, if you are weak in trumps, and it does not appear that your partner is very strong in them: for suppose your adversary plays a suit of which you have the king, queen, and one small card only, the adversary leads the ace, and upon playing the same suit, you play your queen, which makes it almost certain to your partner that you have the king: and suppose your partner refuses to that suit, do not play the king; because if the leader of that suit, or his partner, have the long trump, you risk the losing of three tricks to gain one.

NECESSITY OF REMEMBERING THE TRUMP CARD.

It is so highly necessary that the trump card should be remembered, by the dealer and

his partner, that we think it proper to repeat, that the dealer should always so place his cards, as to be certain of having recourse to it ; for example, suppose it to be only a five, and that the dealer has two more, viz. the six and nine ; if his partner trumps out with ace and king, he ought to play his six and nine ; because if your partner has ace, king, and four small trumps, in this case, by his knowing you have the five remaining, you may win many tricks.

THE MANNER OF PLAYING SEQUENCES EXPLAINED.

1. In trumps it is necessary to play the highest of your sequence, unless you have ace, king, and queen ; in that case play the lowest, in order to let your partner into the state of your game.

2. In suits which are not trumps, if you have a sequence of king, queen, and knave, and two small ones ; whether you are strong in trumps or not, it is best to begin with the knave, because by getting the ace out of any hand, you make room for the whole suit.

3. If you are strong in trumps, and have a

sequence of queen, knave, ten, and two small cards of any suit; in that case you ought to play the highest of your sequence; because, if either of the adversaries should trump that suit in the second round, by being strong in trumps, you fetch out their trumps, and consequently make the remainder of that suit.

4. And for the above reason, if you should chance to have a sequence of knave, ten, nine, and two small cards of any suit, play the highest of your sequence.

5. If you have a sequence of king, queen, knave, and one small card of any suit, play your king, whether you are strong in trumps or not; and do the like by any inferior sequences, if you have only four in number.

6. If you are weak in trumps you must always begin with the lowest of the sequence, in case you have five in number: for suppose your partner to have the ace of that suit, he then makes it. If you are very strong in trumps, you may play your game as backward as you please; but if you are weak in trumps, you must play the reverse.

**WHAT IS MEANT BY BEING STRONG OR
WEAK IN TRUMPS.**

You may be understood to be strong in trumps when you have,

Ace, king, and three small trumps.

King, queen, and three small trumps.

Queen, knave, and three small trumps.

Queen, ten, and three small trumps.

Knave, ten, and three small trumps.

Queen, and four small trumps.

Knave, and four small trumps.

If you have only two or three small trumps, you are then understood to be weak in trumps.

A CASE WHICH OFTEN OCCURS.

If you have two trumps remaining, when the adversaries have only one, and your partner appears to have a strong suit, you should play trumps, although you have the worst, in order to pave the way for your partner's suit, by extracting the trumps from your adversaries.

versaries have more than three cards in that suit, it is an equal chance that he wins six tricks.

HOW TO PLAY FOR AN ODD TRICK.

If you are elder hand, and have the ace, king, and three small trumps, with four small cards of another suit, three small cards of the third suit, and one small card of the fourth suit; quere, how are you to play? You are to lead the single card, which, if won by the last player, induces him to play trumps, or to play to your weak suit, in which case you and your partner gain the tenace.

THE LIKE CASE FOR AN ODD TRICK WHEN YOUR PARTNER IS TO LEAD.

Suppose he plays the ace of the suit of which you have only one, and proceeds to play the king of the same suit, and your right hand adversary trumps it with the queen, knave, or ten, you should not overtrump him, but throw away the smallest card of your weakest suit, as this will leave your partner the last player, and give him the tenace in your weak suit.

THE LIKE CASE, SUPPOSING YOU WANT FOUR OR FIVE POINTS, AND ARE ELDER HAND.

Play a small trump, and if your partner has a better trump than the last player, and returns the lead, put in your king of trumps, and then play the suit of which you possess four cards.

A SECOND CASE.

A and B are partners against C and D: twelve trumps are played out, and seven cards only remain in each hand, of which A has the last trump, and likewise the ace, king, and four small cards of a suit; quere, whether A should play the ace and king of that suit, or a small one? A should play a small card of that suit, as it is an equal bet his partner has a better card in that suit than the last player, and, in this case, if four cards of the suit happen to be in either of the adversaries hands, by this manner of playing he will be enabled to make five tricks in that suit. Should neither of the ad-

versaries have more than three cards in that suit, it is an equal chance that he wins six tricks in it.

If A and B are partners against C and D, and eight trumps have been played out, and A has four trumps remaining, C having the best trump, and is to lead, should C play his trump or not? No: because as he would have three trumps in A's hand, if A's partner has any capital suit to make, by C's keeping the trump in his hand, he can prevent his making that suit.

A CASE OF CURIOSITY.

Supposing three hands of cards, containing three cards in each hand, let A name the trumps, and let B choose which hand he pleases, A having the choice of either of the other two hands, will win two tricks. Clubs are trumps: first hand, ace, king, and six of hearts; second hand, queen and ten of hearts, with ten of trumps; third hand, nine of hearts, with two and three of trumps; the first hand wins of the second, the second wins of the third, and the third wins of the last.

CALCULATIONS, WHICH DIRECT WITH MORAL CERTAINTY HOW TO PLAY ANY HAND AT WHIST, BY SHEWING THE CHANCES OF YOUR PARTNER'S HOLDING CERTAIN WINNING CARDS.

1. It is about five to four that your partner holds one card out of any two.

2. It is about five to two that he holds one card out of three.

3. It is about four to one that he holds one card out of any four.

4. It is two to one that he does not hold a certain card.

5. It is about three to one that he does not hold two cards out of any three.

6. It is about three to two that he does not hold two cards out of any four.

COMPUTATIONS FOR LAYING WAGERS.

*The odds of the game calculated with
the deal.*

The odds in favour of the deal at		
starting, are		21 to 20
1 love		11 to 10
2 love		5 to 4
3 love		3 to 2
4 love		7 to 4
5 love is 2 to 1 of the game, and one	}	2 to 1
of the lurch		
6 love		5 to 2
7 love		7 to 2
8 love		5 to 1
9 love, not quite 5 to 1, but about		9 to 2
2 to 1		9 to 8
3 to 1		9 to 7
4 to 1		9 to 6
5 to 1		9 to 5
6 to 1		9 to 4
7 to 1		3 to 1
8 to 1		9 to 2
9 to 1 is about		4 to 1

3 to 2	8 to 7
4 to 2	4 to 3
5 to 2	8 to 5
6 to 2	2 to 1
7 to 2	8 to 3
8 to 2	4 to 1
9 to 2	7 to 2

4 to 3	7 to 6
5 to 3	7 to 5
6 to 3	7 to 4
7 to 3	7 to 3
8 to 3	7 to 2
9 to 3 is about	3 to 1

5 to 4	6 to 5
6 to 4	6 to 4
7 to 4	2 to 1
8 to 4	3 to 1
9 to 4 is about	5 to 2

6 to 5	5 to 4
7 to 5	5 to 3
8 to 5	5 to 2
9 to 5	2 to 1

7 to 6	4 to 3
8 to 6	2 to 1
9 to 6	7 to 4

8 to 7 is above	3 to 2
9 to 7 is about	12 to 8

9 to 8, or rather 8 to 9, is about three and a half in the hundred in favour of 8 with the deal: against the deal, the odds are still, though small, in favour of 8.

THE ODDS OF THE GAME CALCULATED FOR BETTING THROUGH THE WHOLE RUBBER, WITH THE DEAL.

If the first game of a rubber is won, with 9 love of the second, on the same side, the odds of the rubber are nearly..... 13 to 1

Suppose the first game, and 8 love of the second is got, the odds are rather more than 13 to 1

When the first game is won, and 7 love of the second, nearly	8 to 2
Ditto, and 6 love of the second, about	6 to 1
Ditto, and 4 love of the second, about	5 to 1
Ditto, and 3 love of the second, about	9 to 2
Ditto, and 2 love of the second, about	4 to 1
Ditto, and 1 love of the second, about	7 to 2

The odds of the game, calculated for betting throughout the whole rubber, against the deal.

With the first game, and 9 love of the second, about	11 to 1
Ditto, and 8 love of the second, rather more than	11 to 1
First game, and 7 love of the second	9 to 1
Ditto and 6 love of the second	7 to 1
Ditto and 5 love of the second	5 to 1
Ditto and 4 love of the second	9 to 2
Ditto and 3 love of the second	4 to 1
Ditto and 2 love of the second	7 to 2
Ditto and 1 love of the second nearly	13 to 4

MR. PAYNE'S

MAXIMS FOR WHIST.

In order to make this Work as complete as possible, and to render a reference to any other Treatises totally unnecessary, we think it advisable to insert, in this place, Mr. Payne's excellent Maxims for Whist: they will be perused with considerable pleasure and profit, by those who have already made a proficiency in the game; as Mr. Payne, after giving the maxim, generally offers a reason for that maxim, founded on philosophy and good sense.

LEADER.

1. Begin with the suit of which you have most in number. But when the trumps are out, you will probably make several tricks in it.

2. If you hold equal numbers in different

suits, begin with the strongest. Because it is the least liable to injure your partner.

3. Sequences are always eligible leads. Because they support your partner's hand, without injuring your own.

4. Lead from a king or queen, rather than from an ace. For since the adversaries will lead from those suits which you do not, your ace will do them most harm.

5. Lead from a king rather than from a queen, and from a queen rather than a knave. For the stronger the suit the less is your partner endangered.

6. Lead not from ace queen, or ace knave, till it becomes necessary. For if that suit is led by the adversaries, you have a good chance of making two tricks in it.

7. In all sequences to a queen, knave, or ten, begin with the highest. Because it will frequently distress your left hand adversary.

8. Having ace, king, and knave, lead the king. For if strong in trumps, you may wait the return of that suit, and finesse the knave.

9. Having ace, king, and one small card, lead the small one. For by this lead your partner has a chance to make the knave.

10. Having ace, king, and two or three small cards, play ace and king if weak in trumps, but a small card if strong in them. For when strong in trumps you may give your partner the choice of making the first trick.

11. Having king, queen, and one small card, play the small one. For your partner has an equal chance to win the trick ; and you need not fear to make king or queen.

12. Having king, queen, and two or three small cards, lead a small card if strong in trumps, and the king, if weak in them. For strength in trumps entitles you to play a backward game, and to give your partner the chance of winning the first trick ; but if weak in trumps, it is necessary to secure a trick in that suit, by leading the king, or queen.

13. Having an ace with four small cards, and no other good suit, play a small card if strong in trumps, and the ace if weak. For strength in trumps may enable you to make one or two of the small cards, although your partner should not be able to support the lead.

14. Having king, knave, and ten, lead the ten. For if your partner holds the ace, you

have a good chance of making three tricks, whether he passes the ten or not.

15. Having king, queen, and ten, lead the king. For if it falls upon the return of that suit from your partner, by putting on the ten you have a chance of making two tricks.

16. Having queen, knave, and nine, lead the queen. For upon the return of that suit from your partner, by putting on the nine you will probably make the knave.

SECOND HAND.

1. Having ace, king, and small ones, play a small card if strong in trumps, but the king if weak in them. For otherwise your ace or king might be trumped in the latter case, and no hazard should be run with few trumps but in critical cases.

2. Having ace, queen, and small cards, play a small one. For upon the return of that suit you will probably make two tricks.

3. Having, ace, knave, and small cards, play a small one. For upon the return of that suit you will probably make two tricks.

4. Having ace, ten, or nine, with small

cards, play a small one. For by this method you have a chance of making two tricks in the suit.

5. Having king, queen, ten, and small cards, play the queen. For by playing the ten upon the return of the suit, you will probably make two tricks in it.

6. Having king, queen, and small cards, play a small card if strong in trumps, but the queen if weak in them. For strength in trumps warrants playing a backward game, and it is always advantageous to keep back your adversaries suit.

7. If you hold a sequence to your highest card in the suit, play the lowest of it. For by this means your partner is informed of your strength in that suit.

8. Having queen, knave, and small ones, play the knave. Because you will in great probability secure a trick in that suit.

9. Having queen, ten, and small ones, play a small one. For your partner has an equal chance to win the trick.

10. Having either ace, king, queen, or knave, with small cards, play a small one. For your partner has an equal chance to win the trick.

11. Having either ace, king, queen, or knave, with one small card only, play the small one. For otherwise the adversary will finesse upon you in that suit.

12. If a queen is led, and you hold the king, put it on. For if your partner holds the ace, you do no harm; and if the king is taken, the adversaries have played two honours to one.

13. If a knave is led, and you hold the queen, put it on. For at the worst you bring down two honours for one.

14. If a king is led, and you hold ace, knave, and small ones, play the ace. For it cannot do the adversaries a greater injury.

THIRD HAND.

1. Having ace and king, play the ace, and return the king. Because you are not to keep the command of your partner's strong suit.

2. Having ace and queen, play the ace, and return the queen. For although it may prove better in some cases to put on the queen, yet in general your partner is best supported by the method above.

3. Having ace and knave, play the ace,

and return the knave. The knave is returned in order to strengthen your partner's hand.

4. Having king and knave, play the king; and if it wins, return the knave. Because it will strengthen your partner's hand.

5. Always put on the best when your partner leads a small card. Because it best supports your partner's hand.

6. If you hold the ace and one small card only, and your partner leads the king; put on the ace and return the small one. For otherwise your ace will be an obstruction to his suit.

7. If you hold the king and one small card only, and your partner leads the ace; if the trumps are out it is good play to put on the king. For by putting on the king, there is no obstruction to the suit.

FOURTH HAND.

1. If a king is led, and you hold ace, knave, and a small card, play the small one. For supposing the queen to follow, you will probably make both ace and knave.

2. When the third hand is weak in his part-

ner's suit, you may often return that suit to great advantage. But this rule must not be applied to trumps, unless you are very strong indeed.

CASES IN WHICH YOU SHOULD RETURN YOUR PARTNER'S LEAD IMMEDIATELY.

1. When you win with the ace, and can return an honour. For then it will greatly strengthen his hand.

2. When he leads a trump. In which case return the best remaining in your hand (unless you hold four originally): an exception to this arises if the lead is through an honour.

3. When your partner has trumped out. For then it is evident he wants to make his great suit.

4. When you have no good card in any other suit. For then you are entirely dependant on your partner.

CASES IN WHICH YOU SHOULD NOT RETURN
YOUR PARTNER'S LEAD IMMEDIATELY.

1. If you win with the king, queen, and knave, and have only small cards remaining. For the return of a small card will more distress than strengthen your partner.
2. If you hold a good sequence. For then you may shew a strong suit, and not injure his hand.
3. If you have a strong suit. Because leading from a strong suit is a direction to your partner, and cannot injure him.
4. If you have a good hand. For in this case you have a right to consult your own hand, and not your partner's.
5. If you hold five trumps. For then you are warranted to play trumps, if you think it right.

OF LEADING TRUMPS.

1. Lead trumps from a strong hand, but never from a weak one. By which means you will secure your good cards from being trumped.

2. Trump not out with a bad hand, although you hold five small trumps. For since your cards are bad, it is only trumping for the adversaries good ones.

3. Having ace, king, knave, and three small trumps, play ace and king. For the probability of the queen's falling is in your favour.

4. Having ace, king, knave, and one or two small trumps, play the king, and wait the return from your partner to put on the knave. This method is in order to win the queen; but if you have particular reasons to wish the trumps out, play two rounds of trumps, and then your strong suit.

5. Having ace, king, and two or three small trumps, lead a small one. This method is with a view to let your partner win the first trick; but if you have good reason for getting out the trumps, play three rounds, or play ace and king, and then proceed with your strong suit.

6. If your adversaries are eight, and you hold no honour, throw off your best trump. For if your partner has not two honours, you have lost the game, and if he holds two honours, it is most advantageous for you to lead a trump.

7. Having ace, queen, knave, and small trumps, play the knave. For by this means only the king can make against you.

8. Having ace, queen, ten, and one or two small trumps, lead a small one. For it will give your partner a chance to win the trick, and keep the command in your own hand.

9. Having king, queen, ten, and small trumps, lead the king. For if the king is lost, upon the return of trumps you may finesse the ten.

10. Having king, knave, ten, and small ones, lead the knave. Because it will prevent the adversaries from making a small trump.

11. Having queen, knave, nine, and small trumps, lead the queen. For if your partner holds the ace, you have a good chance of making the whole suit.

12. Having queen, knave, and two or three small trumps, lead the queen. For if your partner holds the ace, you have a good chance for making the whole suit.

13. Having knave, ten, eight, and small trumps, lead the knave. For on the return of trumps you probably may finesse the eight to advantage.

14. Having knave, ten, and three small trumps, lead the knave. Because it will most distress your adversaries, unless two honours are held on your right hand; the odds against which is about three to one.

15. Having only small trumps, begin with the highest. By this play you will support your partner all you can.

16. Having a sequence, begin with the highest. By this means your partner is best instructed how to play his hand, and cannot possibly be injured.

17. If an honour is turned up on your left, and the game much against you, lead a trump the first opportunity. For your game being desperately bad, this method is the most likely to retrieve it.

18. In all other cases it is dangerous leading through an honour, unless you are strong in trumps, or have a good hand. Because all the advantage of trumping through an honour lies in the finessing of your partner.

19. Supposing hereafter it is proper to lead trumps. If an honour is turned up on your left, and you hold only one honour with a small trump, throw off the honour, and next

the small one. Because it will greatly strengthen your partner's hand, and cannot hurt your own.

20. If an honour is turned up on the left, and you hold a sequence, lead the highest of it. Because it will prevent the last hand from injuring your partner.

21. If a queen is turned up on the left, and you hold ace, king, and a small one, lead the small trump. Because you will have a chance for getting the queen.

22. If a queen is turned up on your left, and you hold the knave, with small ones, lead the knave. For the knave can be of no service, since the queen is on your left.

23. If an honour is turned up by your partner, and you are strong in trumps, lead a small one: but if weak in them, lead the best you have. By this play the weakest hand will support the strongest.

24. If an ace is turned up on your right, and you hold king, queen, and knave, lead the knave. For it is a secure lead.

25. If an ace is turned up on the right, and you hold king, queen, and ten, lead the king; and upon the return of trumps play the ten.

For by this means you shew a great strength to your partner, and will probably make two tricks in them.

26. If a king is turned up on the right, and you hold a queen, knave, and nine, lead the knave; and upon the return of trumps play the nine. Because it may prevent the ten from making.

27. If a king is turned up on your right, and you hold knave, ten, and nine, lead the nine. Because this method will best disclose your strength in trumps.

28. If a queen is turned up on the right, and you hold ace, king, and knave, lead the king; and upon the return of trumps play the knave. Because you are certain to make the knave.

29. If a queen is turned up on the right, and you hold ace, king, and small ones, lead the king; and upon the return of trumps you may finesse, unless the queen falls. For otherwise the queen will make a trick.

30. If a knave is turned up on the right, and you hold king, queen, and ten, lead the queen; and upon the return of trumps play the ten. For by these means you will make the ten.

31. If a knave is turned up on the right, and you hold king, queen, and small ones, lead the king; and if that comes home, play a small one. For it is probable your partner holds the ace.

32. If a knave is turned up on the right, and you hold king ten, or queen ten, with two small cards, lead a small one; and upon the return of trumps play the ten. For it is five to four that your partner holds one honour.

WHEN YOU TURN UP AN HONOUR.

1. If you turn up an ace, and hold only one small trump with it, if either adversary leads the king, put on the ace. For it can do the adversaries no greater injury.

2. If you turn up an ace, and hold two or three small trumps with it, and either adversary lead the king, put on a small one. For if you play the ace, you give up the command in trumps.

3. If you turn up a king, and hold only one small trump with it, and your right hand adversary leads a trump, play the king. This

case is really somewhat doubtful, and very good players think differently.

4. If you turn up a king, and hold two or three small trumps with it, if your right hand adversary leads a trump, play a small one. It being the best way of securing your king.

5. If you turn up a queen or knave, and hold only small trumps with it, if your right hand adversary leads a trump, put on a small one. It being the securest play.

6. If you hold a sequence to the honour turned up, play it last. By this means your partner will be the best acquainted with your strength in trumps.

OF PLAYING FOR THE ODD TRICK.

1. Be cautious of trumping out, notwithstanding you have a good hand. For since you want the odd trick only, it would be absurd to play a great game.

2. Never trump out if your partner appears likely to trump a suit. For it is evidently best to let your partner make his trumps.

3. If you are moderately strong in trumps, it is right to force your partner. For by this means you probably gain a trick.

4. Make your tricks early, and be cautious of finessing. That you may not be greatly injured, though you fail of making the odd trick.

5. If you hold a single card of any suit, and only two or three small trumps, lead the single card. For it will give you a chance of making a small trump.

GENERAL RULES.

1. Be very cautious how you change suits, and let no artifice of the adversary induce you to it.

2. Keep a commanding card to bring in your strong suit when the trumps are out, if your hand will admit of such pretensions.

3. Never keep back your partner's suit in trumps, but return them the first opportunity.

4. If you hold a strong suit, and but few trumps, rather force your adversaries than lead trumps, unless you are strong in the other suits likewise.

5. Be sure to make the odd trick when it is in your power.

6. Always consider the scores, and play your hand accordingly.

7. In a backward game, you may often risk one trick in order to win two; but in a forward game you are to be more cautious, unless you have a good probability of getting up.

8. In returning your partner's lead, play the best you have, when you hold but three originally.

9. Remember what cards drop from each hand, how many of each sort are out, and what is the best remaining card in each.

10. Lead not originally from a suit of which you have ace and queen, ace and knave, or king and knave; if you hold another moderate suit.

11. If neither of your adversaries will lead from the above suits, you must do it yourself with a small card.

12. You are strong in trumps with five small ones, or three small ones and one honour.

13. Do not trump a card when you are strong in trumps, and the more especially if you hold a strong suit.

14. If you hold only a few small trumps, make them if you can.

15. If your partner refuses to trump a suit of which he knows you have not the best, lead him your best trump the first opportunity.

16. If your partner has trumped a suit, and refuses to play trumps, lead him that suit again.

17. Never force your partner but when you are strong in trumps, unless you have a renounce yourself, or want only the odd trick.

18. If the adversaries trump out, and your partner has a renounce, give him that suit when you get the lead, if you think he has a small trump left.

19. Lead not from an ace suit originally, if you hold four in number of another suit.

20. When trumps are either returned by your partner, or led by the adversaries, you may finesse deeply in them; keeping the command all you can in your own hand.

21. If you lead the king of any suit, and make it, you must not thence conclude that your partner holds the ace.

22. It is sometimes proper to lead a thirteenth card, in order to force the adversary, and make your partner last player.

23. If weak in trumps, make your tricks

soon; but when strong in them, you may play a more backward game.

24. Keep a small card of your partner's first lead, if possible, in order to return it when the trumps are out.

25. Never force your adversary with your best card of a suit, unless you have the second best also.

26. In your partner's lead, endeavour to keep the command in his hand, rather than in your own.

27. If you have a saw, it is generally better to pursue it, than to trump out; although you should be strong in trumps with a good suit.

28. Keep the trump you turn up as long as you properly can.

29. When you hold all the remaining trumps, play one of them to inform your partner; and then put the lead into his hand.

30. It is better to lead from ace and nine, than from ace and ten.

31. It is better to lead trumps through an ace or king, than through a queen or knave.

32. If you are reduced to the last trump, some winning cards, and one losing card only, lead the losing card.

33. If only your partner has trumps remaining, and he leads a suit of which you hold none; if you have a good quart throw away the highest of it.

34. If you have an ace with one small card of any suit, and several winning cards in other suits; rather throw away some winning card than that small one.

35. If you hold only one honour with a small trump, and wish the trumps out, lead the honour first.

36. If trumps have been led thrice, and there be two remaining in the adversaries hands, endeavour to force them out.

37. Never play the best card of your adversaries lead at second hand, unless your partner has none of that suit.

38. If you have four trumps and the command of a suit whereof your partner has none, lead a small card in order that he may trump it.

39. If you hold five trumps with a good hand, play trumps, and clear your adversaries hands of them.

40. If you hold the ace and three small trumps, when the adversaries lead them, and have no particular reason for stopping the suit,

let them quietly make king and queen, and on the third round play the ace.

41. Supposing yourself leader with three small trumps, one strong suit, one moderate suit, and a single card, begin with the strong suit, and next lead the single card.

42. Be careful how you sort your cards, lest a sharp and curious eye should discover the number of your trumps.

Three persons sometimes play at whist, one of them undertaking an ideal partner called dumbmy, whose cards are turned up to view on the table, which is reckoned an advantage to a good player, but rather detrimental to an indifferent one.

Three handed whist is a game requiring but little skill. It is played by discarding all the deuces, threes, and fours, with one five, each person acting alone; in this way every trick above four, and each honour is reckoned. In other respects these modes do not vary from the usual methods and rules.

THE GAME OF QUADRILLE.

THE Game of Quadrille is played by four persons. The number of cards required are forty. The four tens, nines, and eights, are discarded from the pack. The deal is made by distributing the cards to each player, three at a time, for two rounds, and four at a time, for one round; commencing with the right hand player, who is eldest hand.

The trump is made by him or her who plays, with or without calling, by naming spades, clubs, diamonds, or hearts, and the suit so named becomes trumps.

The two following tables will shew the rank and order of the cards, when trumps, or when not so.

Three.	Six.
11 in all.	12 in all.

RANK AND ORDER OF THE CARDS WHEN TRUMPS.

Clubs and Spades.

Spadille, the ace of
spades.

Manille, the duce of
spades, or of clubs.

Basto, the ace of clubs.

King.

Queen.

Knave.

Seven.

Six.

Five.

Four.

Three.

11 in all.

Hearts and Diamonds.

Spadille, the ace of
spades.

Manille, the seven of
hearts, or of dia-
monds.

Basto, the ace of clubs.

Punto, the ace of hearts
or of diamonds.

King.

Queen.

Knave.

Deuce.

Three.

Four.

Five.

Six.

12 in all.

**RANK AND ORDER OF THE CARDS WHEN
NOT TRUMPS.**

Clubs and Spades.

Hearts and Diamonds.

King.

King.

Queen.

Queen.

Knave.

Knave.

Seven.

Ace.

Six.

Deuce.

Five.

Three.

Four.

Four.

Three.

Five.

Deuce.

Six.

9 in all.

Seven.

10 in all.

From these tables it will be observed that spadille and basto are always trumps; and that the red suits have one trump more than the black: the former twelve, the latter only eleven.

There is a trump between spadille and

basto, which is called manille, and is in black the deuce, and in red the seven : they are the second cards when trumps, and the last in their respective suits when not trumps. Example: the deuce of spades being second trump, when they are trumps, and the lowest card when clubs, hearts, or diamonds are trumps ; and so of the rest.

Punto, is the ace of hearts or diamonds, which are above the king, and the fourth trump, when either of those suits are trumps ; but are below the knave, and called ace of diamonds or hearts, when they are not trumps. The two of hearts or diamonds is always superior to the three ; the three to the four ; the four to the five ; and the five to the six : the six is only superior to the seven when it is not trumps, for when the seven is manille, it is the second trump.

There are three matadores, viz. spadille, manille, and basto ; whose privilege is, when the player has no other trumps but them, and trumps are led, he is not obliged to play them, but may play what card he thinks proper, provided, however, that the trump led is of an inferior value ; but if spadille should be led, he

that has manille or basto only is compelled to play it, which is the case with basto in respect to manille, the superior matadore always forcing the inferior.

Although, properly speaking, there are but three matadores, yet all those trumps which succeed the three first without interruption, are also called matadores; but the three first only enjoy the privilege above stated.

TERMS USED IN THE GAME OF QUADRILLE.

TO ASK LEAVE, is to ask leave to play with a partner, by calling a king.

BASTO, is the ace of clubs, and always the third best trump.

BAST, is a penalty incurred by not winning when you stand your game, or by renouncing: in which cases you pay as many counters as are down.

CHEVILLE, is being between the eldest hand and the dealer.

CODILLE, is when those who defend the pool make more tricks than those who defend

the game, which is called winning the *codille*.

CONSOLATION, is a claim in the game, always paid by those who lose, whether by *codille* or *remise*.

DEVOLE, is when he who stands the game makes no trick.

DOUBLE, is to play for double stakes, with regard to the game, the consolation, the *sans prendre*, the *matadores*, and the *devole*.

FORCE; the *ombre* is said to be forced, when a strong trump is played for the adversary to over-trump. He is likewise said to be forced, when he asks leave, and one of the other players obliges him to play *sans prendre*, or pass, by offering to play *sans prendre*.

FORCED SPADILLE, is when all have passed, he who has *spadille* is obliged to play it.

FORCED SANS PRENDRE, is, when having asked leave, one of the players offers to play alone, in which case you are obliged to play alone, or pass.

FRIEND, is the player who has the king called.

IMPASSE. To make the *impasse*, is,

when, being in cheville, the knave of a suit is played, of which the player has the king.

MANILLE, is, in black, the deuce of spades or clubs; in red, the seven of hearts or diamonds; and is always the second best trump.

MARK, means the fish put down by the dealer.

MILLE, is a mark of ivory, which is sometimes used, and stands for ten fish.

MATADORES, or mats, are spadille, manille, and basto, which are always the three best trumps. False matadores, are any sequence of trumps, following the matadores regularly.

OMBRE, is the name given to him who stands the game, by calling or playing sans appeller, or sans prendre.

PARTY, is the duration of the game, according to the number of tours agreed to be played.

PASS, is the term used when you have not a hand either to play alone, or with calling a king.

PONTO, or PUNTO, is the ace of diamonds, when diamonds are trumps; or hearts, when they are trumps; and is then the fourth trump.

POOL. The pool consists of the fishes, which are staked for the deals, or the counters put down by the players; or the basts which go to the game. To defend the pool is to be against him who stands the game.

PRISE, is the number of fish or counters given to each player at the commencement of the game.

REGLE, is the order to be observed at the game.

REMISE, is when they who stand the game do not make more tricks than they who defend the pool, and then they lose by remise.

RENOUNCE, is not to play in the suit led when you have it: likewise when not having any of the suit led, you win with a card that is the only one you have of that suit in which you play.

REPRISE, is synonymous with party.

REPORT, is synonymous with reprise, and party.

ROI RENDU, is the king surrendered when called, and given to the ombre, for which he pays a fish. In which case the person to whom the king is given up must win the game alone.

SPADILLE, is the ace of spades ; which is always the best trump.

SANS APPELLER, is playing without calling a king.

SANS PRENDRE, is erroneously used for sans appeller, meaning the same.

TENACE, is to wait with two trumps that must make, when he who has two others is obliged to lead ; such as the two black aces against manille or punto.

TOURS, are the counters, which they who win put down, to mark the number of coups played.

VOLE, is to get all the tricks, either with a friend or alone, sans prendre, or declared at the first of the deal.

LAWS OF THE GAME OF QUADRILLE, AS PLAYED IN THE MOST FASHIONABLE CIRCLES.

1. The cards are to be dealt by fours and threes, and in no other manner. The dealer is at liberty to begin by four or three. If in

dealing there is a faced card, there must be a new deal, unless it is the last card.

2. If there are too many or too few cards, it is also a new deal.

3. No penalty is inflicted for dealing wrong, but the dealer must deal again.

4. He who has asked leave is obliged to play.

5. No one should play out of his turn; if, however, he does, he is not basted for it; but the card played may be called at any time in that deal, provided it does not cause a revoke: or either of the adversaries may demand the partner of him who played out of his turn, or his own partner, to play any suit he thinks fit.

6. No matadore can be forced but by a superior matt; but the superior forces the inferior, when led by the first player.

7. Whoever names any suit for trumps, must abide by it, even though it should happen to be his worst suit.

8. If you play with eleven cards you are basted.

9. If you play sans prendre, or have mataires, you are to demand them before the next

dealer has finished his deal, otherwise you lose the benefit.

10. If any one names his trump without asking leave, he must play alone, unless the youngest hand, and the rest have passed.

11. If any person plays out of his turn, the card may be called at any time, or the adversaries may call a suit.

12. If the person who won the sixth trick plays the seventh card, he must play the vole.

13. If you have four kings, you may call a queen to one of your kings, or call one of your kings: but you must not call the queen of trumps.

14. If a card is separated from the rest, and it is seen, it must be played, if the adverse party has seen it; unless the person who separated it plays sans prendre.

15. If the king called, or his partner, play out of turn, no vole can be played.

16. No one is to be basted for a renounce, unless the trick is turned and quitted; and if any person renounces and it is discovered, if the player should happen to be basted by such renounce, all the parties are to take up their cards, and play them over again.

17. Forced spadille is not obliged to make three tricks.

18. The person who undertakes to play the vole, has the preference of playing before him who offers to play sans prendre.

19. The player is entitled to know who is his king called, before he declares for the vole.

20. When six tricks are won, the person who won the sixth must say, "I play, or do not play the vole," or "I ask"—and no more.

21. He who has passed once has no right to play after, unless he has spadille; and he who asks must play, unless somebody else plays sans prendre.

22. If the players shew their cards, before they have won six tricks, they may be called.

23. Whoever has asked leave, cannot play sans prendre, unless he is forced.

24. Any person may look at the tricks when he is to lead.

25. Whoever, playing for a vole, loses it, has a right to the stakes, sans prendre, and matadores.

26. Forced spadille cannot play for the vole.

27. If any person discovers his game he cannot play the vole.

28. No one is to declare how many trumps are out.

29. He who plays, and does not win three tricks, is basted alone, unless forced spadille.

30. If there are two cards of a sort, it is a void deal, if discovered before the deal is played out.

SHORT RULES FOR LEARNERS.

1. When you are the ombre, and your friend leads from a matt, play your best trump, and then lead the next best the first opportunity.

2. If you possess all the trumps continue leading them, except you hold certain other winning cards.

3. If all the matts are not revealed, by the time you have six tricks, do not run a risk in playing for the vole.

4. When you are the friend called, and hold only a matt, lead it: but if it is guarded by a small trump, lead that. But when the ombre is last player, lead the best trump you possess.

5. Punto in red, or king of trumps in black, are good cards to lead when you are best, and should either of them succeed, then play a small trump.

6. If the ombre leads to discover his friend, and you have king, queen, and knave, put on the knave.

7. Preserve the suit called, whether friend or foe.

8. When playing against a lone hand, never lead a king, unless you have the queen; nor change the suit; and prevent, if possible, the ombre from being last player.

9. You are to call to your strongest suits, except you have a queen guarded, and if elder hand, you have a better chance than middle hand.

10. A good player may play a weaker game, either elder or younger than middle hand.

MANNER OF PLAYING THE GAME AND
DEALING THE CARDS, OF THE STAKES,
OF SPEAKING, OF THE BAST, &c. &c.

1. Every person is to play as he thinks proper, and most advantageously to his own game.

2. No one is to encourage his friend to play ; but each person should know what to do when he is to play.

3. The stakes consist of seven equal billets or contracts, as they are sometimes called, comprising the ten counters and fishes, which are distributed to each player. A mille is equal to ten fish, and every fish to ten counters : the value of the fish is according to the players agreement, as also the number of tours ; which are usually fixed at ten, and marked by turning the corners of a card.

4. Each player having got his ten cards, he that is on the right hand of the dealer, after examining his game, and finding his hand proper to play, must ask if they play ; or, if he

has not a good hand, he passes, and so the second, third, and fourth. All four may pass : but he who has spadille, after having shewn or named it, is compelled to play by calling a king.

5. If the deal is played in this manner, or one of the players has asked leave, and no one choosing to play without calling, the eldest hand must begin ; previously naming his suit, and the king he calls : he who wins the trick must play another card, and the rest of course, till the game is finished. The tricks are then reckoned, and if the ombre, meaning him who stands the game, has, together with him who has king called, six tricks, they have won, and are accordingly paid the game, the consolation, and the matadores, if they have them, and divide what is upon the game, and the basts, if there be any.

6. Should they make only six tricks, it is a remise, and they are basted, what goes upon the game ; paying to the other players the consolation and the matadores. When the tricks are equally divided between them, they are also basted ; and if they make only four tricks between them, it is a remise. Should they

make less, they lose codille, and in that case pay their adversaries what they should have received if they had won; namely, the game, consolation, and matadores, if they have them, and are basted what is upon the game; and if they win codille, divide the stakes. The bast, and every thing that is paid, arise equally from the two losers; one half by him who calls, and the other by him who is called; equally the same in case of codille as a remise, unless the ombre does not make three tricks, in which case, he who is called is not only exempt from paying half the bast, but also the game, consolation, and matadores, if there are any, which, in that case, the ombre pays alone, and likewise in case of a codille as a remise. This rule is enforced to prevent unreasonable games being played.

7. A single case may occur, in which, if the ombre makes only one trick, he is not basted alone; which is, when not having a good hand, he passes, and all the other players have passed likewise, and he having spadille is compelled to play. In this case, it would be unjust to oblige him to make three or four tricks; wherefore he who is called pays a

moiety of the losing ; and, for the same reason, he who has spadille, with a bad hand, should pass, in order that if he is afterwards obliged to play by calling a king (which is called forced spadille), he may not be basted singly.

7. The player who has once passed, cannot be allowed to play : and he who has asked leave cannot refuse to play ; unless another should propose playing without calling.

9. When a person has four kings, he may call a queen to one of his kings, but not that which is trumps. He who has one or more kings, may call one of those kings ; but in this case he must make six tricks alone, and therefore, wins or loses singly. The king of the suit in which he plays cannot be called.

10. When he who is not eldest of hand has the king called, and plays spadille, manille, or basto, or even the king called, in order to show that he is the friend, having other kings that he is apprehensive the ombre may trump, he is not to be allowed to go for the vole ; and he is basted, if it should appear it is done with that design.

11. No hand is allowed to be shown, though codille may already be won, in order that it

may be seen whether the ombre is basted singly. Should the ombre or his friend show his cards before he has made six tricks, judging that he might have made them, and there should appear a possibility of preventing his making them, the other players may compel him to play his cards in what order they choose.

12. Whoever plays without calling must himself make six tricks to win; all the other players being united against him, and therefore exert their combined efforts to distress him. Whoever plays without calling, is permitted to play in preference to any other, who would play with calling: nevertheless, if he who has asked leave, will play without calling, he has the preference of him who would force him. These are the two methods of play without calling, which are called *forced*.

13. He who plays without calling, not dividing the winnings with any other player, consequently when he loses pays all himself. Should he lose by remise, he is basted, and pays each other player the consolation, the *sans appeller* (commonly, though erroneously, called the *sans prendre*), and the *matadores*,

should there be any. Should he lose codille, he is also basted, and pays each player what he would have received from them if he had been the winner. Those who win codille divide the gains ; and if there be any remaining counters, they belong to the player of the three who may have spadille, or the highest trump in the succeeding deal. The same rule operates with respect to him who calls one of his own kings ; he wins or loses alone, as in the other case, except the sans appeller, which he pays if a loser, or receives as a winner, although he plays singly.

14. Should he play sans appeller, though he may have a sure game, he is compelled to name his suit ; which neglecting, showing his cards, and saying, “ I play sans appeller,” in this case, either of the rest of the players can oblige him to play in which suit he chooses, though he should not have a trump in that suit.

15. No player is compelled to trump, when he is not possessed of any of the suit led, nor obliged to play a higher card in that suit if he has it ; it being optional to him, although he is the last player, and the trick belongs to the ombre ; but he is compelled to play in the suit

led if he can, otherwise he renounces. Should he separate a card from his game and show it, he is compelled to play it; if, by not doing it, the game should be prejudiced, or give any intelligence to his friend, but particularly if it should be a matadore. He who plays sans appeller, or by calling himself, is not subject to this rule.

16. One player may turn the tricks made by the others, and reckon what has been played; but only when it is his turn to play. Should he, instead of turning a player's tricks, turn and see his game, or show it to the other players, he is basted, together with him whose cards he turned; each paying a moiety of the loss.

17. He who renounces is basted as often as detected; but no renounce takes place till the trick is turned. Should the renounce be discovered before the deal is finished, and has proved detrimental to the game, the cards must be taken up again, and the game replayed from that trick where the renounce began. But should all the cards be played, the bast still is made, and the cards must not be replayed, unless there should be several renounces in the same

deal. In this case they are to be played again, unless the cards should have been previously mixed together. When several basts appear in the same deal, they all go together, unless a different agreement is made; and in cases of basts, the greatest is first reckoned.

PARTICULAR GAMES.

Having made the learner acquainted with the rules necessary to a perfect knowledge of the game of quadrille, we shall now present him with a copious collection of such cases, as give a fair chance of winning the game by calling a king; with directions at the end of each case, what trump it is necessary to lead.

GAMES IN RED, WHICH MAY BE PLAYED, CALLING A KING.

1. Spadille, manille, two small hearts or diamonds, the queen of clubs, and one small one and four small cards of the other suits. Lead a small trump.

2. Spadille, manille, two small hearts or

diamonds, with the knave and two small clubs, and three small cards of the other suits. Lead a small trump.

3. Spadille, manille, two small hearts or diamonds, three small clubs, and three small cards of the other suits. Lead a small trump.

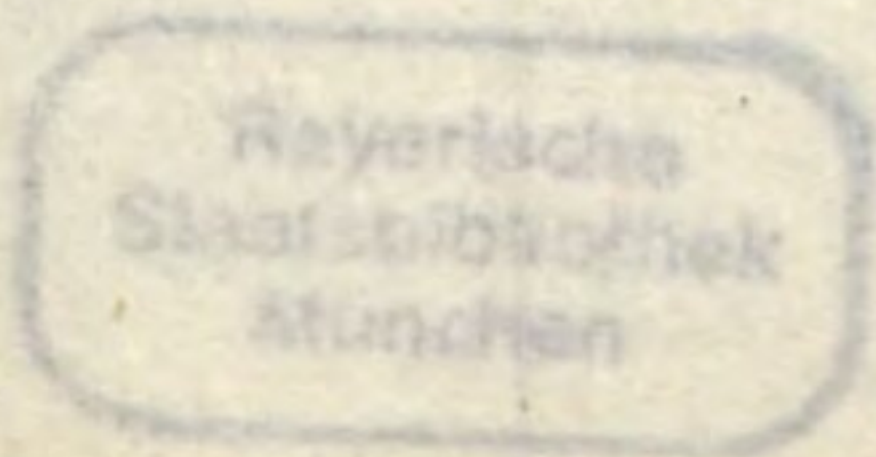
4. Spadille, punto, king, queen, and one small heart or diamond, three small clubs, the queen, and one spade. Lead punto.

5. Spadille, punto, king, knave, and one small heart or diamond, the knave and two small clubs, and two small spades. Lead punto.

6. Spadille, king, queen, knave, and one small heart or diamond, with the queen, knave, and one small club, and two small spades. Lead the king of trumps.

7. Spadille, three, four, five, and six of hearts or diamonds, king of clubs and one more, queen and two small spades; whether elder or any other hand, when you have the lead play a small trump; in the second lead play spadille.

8. Manille, basto, punto, and two small hearts or diamonds, three small clubs, and the knave and one spade. Lead manille.



9. Manille, basto, king, and two small hearts or diamonds, queen and one small club, and three small spades. Lead manille.

10. Manille, basto, queen, and two small hearts or diamonds, queen and two small clubs, knave and one spade. Lead manille.

11. Manille, basto, with the three smallest hearts or diamonds, queen and one small club, knave and two small spades. Play a small trump.

12. Manille, punto, king, and two small hearts or diamonds, queen, knave, and one small club, king and one small spade. Lead manille.

13. Manille, punto, queen, and two small hearts or diamonds, queen and one small club, king and two small spades. Play a small trump.

14. Manille, punto, and three small hearts or diamonds, knave and one small club, king, queen, and one small spade. Play a small trump.

15. Manille, and the four smallest hearts or diamonds, queen and one small club, king, queen, and one small spade. Play a small trump.

16. Basto, punto, king, and two small hearts, or diamonds, king and queen of clubs, queen and two small spades. Lead basto.

17. Basto, punto, queen, and two small hearts or diamonds, queen, knave, and one small club, king and queen of spades. Lead basto.

18. Basto, punto, and three of the smallest hearts, or diamonds, king and queen of clubs, queen, knave, and one small spade. Play a small trump.

19. Basto, and the four smallest hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Play a small trump.

20. Punto, king, queen, and two small hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Lead punto.

21. Punto, king, and three small hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Play a small trump.

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**GAMES IN BLACK, WHICH MAY BE PLAYED,
CALLING A KING.**

1. Spadille, manille, and two small clubs or spades, queen and two small hearts, and three small diamonds. Lead a small trump.

2. Spadille, manille, and two small clubs or spades, queen and two small hearts, and three small diamonds. Lead a small trump.

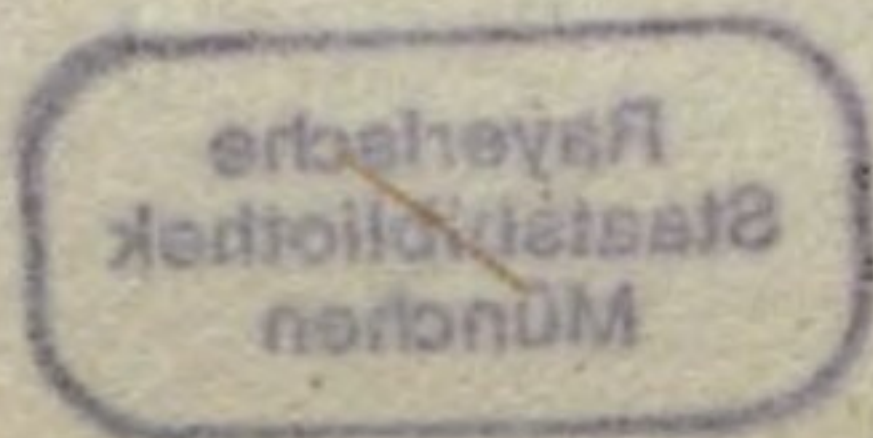
3. Spadille, manille, and two small clubs or spades, three small hearts, three small diamonds. Lead a small trump.

4. Spadille, king, queen, and two small clubs or spades, with the queen and one small heart, three small diamonds. Lead the king of trumps.

5. Spadille, king, knave, and two small clubs, queen and two diamonds, two small hearts. Play a small trump.

6. Spadille, queen, and three small clubs or spades, queen and two small hearts, two small diamonds. Play a small trump.

7. Spadille, and the four smallest clubs or spades, king and one small heart, queen and two small diamonds. Play a small trump.



8. Manille, basto, king, and two small clubs or spades, three small hearts, and two small diamonds. Lead manille.

9. Manille, basto, queen, and two small clubs or spades, three small hearts, queen and one small diamond. Lead manille.

10. Manille, basto, knave, and two small clubs or spades, knave and one heart, three small diamonds. Lead manille.

11. Manille, basto, and three small clubs or spades, queen, and two small hearts, knave and one small diamond. Lead manille.

12. Manille, king, queen, and two small clubs or spades, king and one small heart, queen, knave, and one small diamond. Lead manille.

13. Manille, king, knave, and two small clubs or spades, king and one small heart, queen and two small diamonds. Lead manille.

14. Manille, king, and three small clubs or spades, queen and two small hearts, king and one small diamond. Play a small trump.

15. Manille, and the four smallest clubs or spades, king, queen, and one small heart, two small diamonds. Play a small trump.

16. Basto, king, queen, and two small

clubs or spades, queen and two small hearts, king and one small diamond. Lead basto.

17. Basto, king, knave, and two small clubs or spades, knave and one heart, king and two small diamonds. Lead basto.

18. Basto, king, and three small clubs or spades, king and queen of hearts, queen and two small diamonds. Play a small trump.

19. Basto, and four of the smallest clubs or spades, king and queen of hearts, queen, knave, and one small diamond. Play a small trump.

20. King, queen, knave, and two small clubs or spades, king and queen of hearts, knave and two small diamonds. Lead the king of trumps.

21. King, queen, seven, six, and five of clubs or spades, king and queen of hearts, queen, knave, and one small diamond. Lead the king of trumps.

Remember to call to your strongest suits, excepting when you have a queen guarded. If you are elder hand, you have a fairer chance to win, than if middle hand, because you have an opportunity of leading a trump, which frequently obliges your adversaries to play against each other.

**GAMES SANS PRENDRE, OR ALONE, IN
BLACK, ELDER HAND LEADING A
TRUMP.**

1. Spadille, manille, basto in clubs, king and six of diamonds, king and six of hearts, king, five, and six of spades.

2. Three matadores, and the three of clubs, king and six of diamonds, king and six of hearts, two small spades.

3. Three matadores, three and four of clubs, king and six of diamonds, three small hearts.

4. Three matadores, with three, four, and five of clubs, two small diamonds, and two small hearts.

5. Spadille, manille, king, knave, three and four of clubs, two small diamonds, and two small hearts.

6. Spadille, manille, king, three, four, and five of clubs, two small diamonds, and two small hearts.

7. Manille, basto, queen, three, four, and

five of clubs, king and six of diamonds, and two small hearts.

8. Spadille, three, four, five, and six of clubs, king and one small diamond, king of spades, king and one small heart.

9. Manille, king, queen, two small spades, king and one small heart, queen, knave, and one small diamond.

10. Manille, king, knave, and two small spades, king and one small heart, queen and two small diamonds.

11. Basto, king, queen, and two small spades, queen and two small hearts, king and one small diamond.

12. Basto, king, knave, two small spades, king and queen of hearts, queen and two small diamonds.

GAMES SANS PRENDRE, OR ALONE, IN RED, ELDER HAND.

1. Three matadores in hearts, king and one small diamond, king and one spade, king and two clubs.

2. Three matadores, and three of hearts,

king and one small diamond, king and queen of clubs, and two small spades.

3. Three matadores, three, four, and five of hearts, two small diamonds, and two small clubs.

4. Spadille, manille, three, four, five, and six of hearts, king and one club, and two small diamonds.

5. Spadille, manille, two, three, four, five, and six of hearts, king and two small diamonds, and one small club.

6. Four matadores in hearts, king and two small clubs, king and two small spades.

7. Manille, basto, punto, three and four of hearts, king and one club, king and two spades.

8. Manille, basto, punto, knave, three, four, and five of hearts, one small diamond, and two small spades.

9. Manille, basto, punto, queen, three, four, and five of hearts, one small diamond, and two small clubs.

10. Spadille, two, three, four, five, and six of hearts, king and one diamond, king of spades, and king of clubs.

CALCULATIONS.

It is about five to four that your partner holds one card out of two ; and five to two that he holds one out of three certain cards.

Application of the above.

1. Suppose you should hold one matadore. It is by the first calculation evident, that it is five to four in your favour that your partner holds one of the other two, and consequently you may play your game accordingly.

2. Suppose you have no matadore, but with the assistance of one of them you have great odds of winning the game : you may observe, by the second calculation, that it is about five to two that your partner holds one of them.

These calculations apply to a variety of cases, and will be found very useful to the player.

ADDITIONS TO THE GAME OF QUADRILLE.

This game is sometimes played in a favourite suit, which is generally hearts, and which has the preference of playing alone, or the vole ; for which an additional fish is paid or lost.

It is also played with roi rendu, called the mediateur, by buying a king you want from any, giving another card and paying a fish for it ; with which you play alone, or sans prendre. But these are seldom played, and only render the game more complex and difficult for learners, and often prevent an agreeable party from making a pool.

Solitary quadrille is where it is agreed not to call, but always play sans prendre, with or without the mediateur ; and if in any deal no one can play alone, then the cards are to be dealt again, and such additions made to the stake as may have been agreed upon.

Solitary quadrille by three, or tredille, is by throwing out all (except the king) of one, and only the six of the other red suit ; each person playing on their own account, as at three-handed whist.

ADDITIONS TO THE GAME OF QUADRILLE.

This game is sometimes played in a favour-

THE GAME OF PIQUET.

has the preference of playing alone, or the
role, for which an additional ball is paid or

THE game of piquet is played by two persons, with thirty-two cards; which are, the ace, king, queen, knave, ten, nine, eight, and seven of every suit. The ace is the highest, and is equal to eleven points; the king ranks above the queen, and the queen above the knave: they are each equal to ten points. The ten also reckons for ten; the nine for nine; the eight for eight; and so of the rest.

Solitary quadrille is where it is agreed not to call, but always play and proceed with or without the mediator, and in any deal no one can play alone, then the cards are to be

TERMS USED IN THE GAME OF PIQUET.

CARTE BLANCHE, is when you have not a pictured card in your hand, which reckons for ten points, and takes place of every thing else.

CARDS, is the majority of the cards, which reckons for ten points.

CAPOT, is when either party makes every trick, which counts for forty points.

HUITIEME, is eight successive cards of the same suit, and reckons for eighteen points.

POINT, is the number of cards of the same suit, and are reckoned by their pips: the ace as eleven, the pictured cards as ten, and count for as many points as cards.

PIQUE, is when the elder hand counts thirty in hand, or plays before the adversary counts one; in which case, instead of thirty, it reckons for sixty, to which are added as many points as may be reckoned above thirty.

QUATORZE, is the four aces, kings, queens, knaves, or tens, and reckons for fourteen points.

QUART, is four successive cards of the same suit, and reckons for four points. There are five kinds of quarts, viz. ace, king, queen, knave, called quart-major, down to knave, ten, nine, eight, seven, a quart-minor.

QUINT, is five successive cards of the same suit, and reckons for fifteen points. There are four kinds of quints, viz. ace, king, queen, knave, ten, called quint-major, down to knave, ten, nine, eight, seven, a quint-minor.

REPIQUE, is when one of the players counts thirty points in hand, before his adversary has,

or can count one, when, instead of reckoning thirty, he reckons ninety, and proceeds above as many points as he could above thirty.

SIXIEME, is six successive cards of the same suit, and reckons for sixteen points. There are three kinds of sixiemes, viz. ace, king, queen, knave, ten, nine, a sixieme-major, down to queen, knave, ten, nine, eight, seven, a sixieme-minor.

SEPTIEME, is seven successive cards of a suit, and counts for seventeen points. There are two sorts, viz. from the ace to the eight inclusive a septieme-major, and from the queen to the seven inclusive, a septieme-minor.

TIERCE, is three successive cards of the same suit, and counts for three points. There are six kinds of tierces, viz. ace, king queen, called tierce-major, down to nine, eight, seven, a tierce-minor.

TALON, or stock, is the eight remaining cards, after twelve are dealt to each person.

LAWS OF THE GAME OF PIQUET, AS
PLAYED IN THE MOST FASHIONABLE
CIRCLES.

1. If the dealer turns up a card in dealing, belonging to the elder hand, it is in the option of the elder hand to have a new deal.

2. If the dealer deals a card too many, or too few, it is in the option of the elder hand to have a new deal; but if he stands the deal, he must leave three cards for the younger hand.

3. Whoever deals twice successively, and recollects himself before he has seen his cards, may compel his opponent to deal, though the latter has seen his cards.

4. If there should be a faced card in dealing, there must be a fresh deal.

5. If there should be a faced card in the talon, or stock, the deal must stand good, unless it is the upper card, or the first of the three that belong to the dealer: but in case of two faced cards, a new deal necessarily ensues.

6. Should the pack be erroneous, that is to say, should there be two tens, or any other

two cards of the same suit ; or should there be a supernumerary card, or one deficient, the deal is void ; but the preceding deal remains valid.

7. The elder hand is obliged to lay out one card.

8. If the elder hand takes in one of the three cards which belong to the younger hand, he loses the game.

9. If the elder hand, in taking his five cards, should happen to turn up a card belonging to the younger hand, he is to reckon nothing that deal.

10. If the elder or younger hand plays with thirteen cards, he counts nothing.

11. If either of the players has thirteen cards dealt him, it is in the option of the elder hand, either to play the card, or have a new deal, whichever he shall judge most advantageous : but should either of the players have fourteen cards, or more, a new deal must take place.

12. Should the elder hand have thirteen cards, and choose to play them, he must discard five, and take in four only.

13. If the elder or younger hand reckons what they have not, they count nothing.

14. If the elder hand touches the stock after he has discarded, he cannot alter his discard.

15. Carte blanche counts first, and consequently saves piques, and repiques.

16. In cutting you must cut two cards at the least.

17. If you play with eleven cards, or fewer, no penalty attends it.

18. If you call a point and do not shew it, you reckon nothing for it; and the younger hand may shew and reckon his point.

19. If the younger hand takes in five cards, it is the loss of the game, unless the elder hand has left two cards.

20. The player who omits, at the beginning, to reckon carte blanche, his point on the ace, &c. or any sequence he may have good in his hand, cannot afterwards reckon them.

21. Whoever forgets to show his point, sequence, &c. before he plays his first card, which he may have better than his opponent, cannot count them afterwards.

22. At the conclusion of each game, the players must cut for deal, unless there is a previous agreement to deal alternately throughout the party.

23. Neither player can discard twice ; and as soon as he had touched the stock, whatever cards he has discarded, cannot be again taken in.

24. No player may see the card he is to take in before he has discarded ; wherefore, when the elder hand leaves any of the take-in cards, he must specify what number he takes in, or how many he leaves.

25. He who calls his game wrong, and does not correct himself before he begins to play, reckons nothing he has in his game : for if the adversary discovers it, at the beginning, middle, or end of the deal, he shall not only prevent his adversary from reckoning, but he shall himself reckon all he has good in his game, which the other cannot equal.

26. Any card which is separated, and has touched the board, is deemed to be played. Nevertheless, if a card is played to the antagonist's lead, of a suit different from what has been played, he is entitled to take it up, and play another of the proper suit ; for as there is no penalty for a renounce, there cannot be any in this case. But if the player should have none of the suit led, and plays a card he did

not intend, he is not permitted to take it up again after he has once quitted it.

27. Whoever says, "I play in such a suit," and afterwards does not play that suit which he should play, in order to see the cards the dealer has left, is liable to be compelled by his opponent to play in what suit the latter chooses.

28. The player who, by accident, or otherwise, turns or sees a card appertaining to the stock is to play in what suit his antagonist may fix on.

MANNER OF PLAYING THE GAME OF PIQUET.

1. The game consists of one hundred and one points. The usual mode of marking them is by cards, such as the six and the three of any suit to denote the units, and the six and the three of an opposite suit for the tens.

2. On commencing the game, the cards are shuffled, and the parties cut for deal. The person who cuts the lowest is the dealer. The non-dealer has a considerable advantage, from being elder hand.

3. The dealer then shuffles the cards, and presents them to his adversary, who may shuffle them if he thinks proper; but the dealer must have the last shuffle. They are then cut by the adversary, and the dealer gives two cards alternately, until each party has twelve. The remaining eight cards are placed upon the table, and are called the talon, or stock.

4. There are three chances in this game: the repique, the pique, and the capot. These three chances may all be made in one deal; as thus: the eldest hand having the point, four tierce majors, he will make thirteen points by playing the cards, and forty for the capot, which is one hundred and seventy: this stroke, however, is extremely rare, and seldom or ever happens.

5. In order to pique your antagonist you must be elder hand; for if you are the younger hand, your adversary counts one for the first card he plays; and then, even if you should win the first trick, your having counted twenty-nine in hand will not allow you to count more than thirty.

6. The first thing to be considered, after

sorting the cards, is whether you have a *carte blanche*. When that is the case you must let your adversary discard, and when he is going to take his share from the talon, you must, before he has touched it, lay your twelve cards on the table, counting them one after another; and your adversary must not touch the cards he has discarded.

7. After the players have examined their hands, the elder hand takes the five cards which seem the least necessary for his advantage, and laying them aside, takes as many from the talon; and the youngest hand lays out three, and takes in the last three of the talon.

8. The first intention, with skilful players, in discarding, is to gain the cards, and to have the point, which most commonly engages them to keep in that suit of which they have the most cards, or that which is the strongest suit; for it is convenient, sometimes, to prefer forty-one in one suit to forty-four in another, in which a quint is not made; sometimes, even having a quint, it is more advantageous to hold the forty-one, where, if one card only is taken, it may make it a quint-major, gain the point, or

the cards, which could not have been done by holding the forty-four, at least without an extraordinary take in.

9. In laying out, you must also endeavour to get a quatorze, that is, four aces, kings, queens, knaves, or tens; each of which counts for fourteen, and is therefore called a quatorze; the fourteen aces hinder the counting fourteen kings, &c. and by that authority you may count a lesser quatorze, as of tens, although your adversary may have fourteen kings, &c. because the stronger annuls the weaker: and also, in the want of a lesser quatorze, you may count three aces, three kings, three queens, three knaves, or three tens. It is good to take three aces, and they are better than three kings; and he who has them may, by virtue thereof, count his three tens, although the adversary may have three kings; in favour of a quatorze you count not only any lesser quatorze, but also all the threes which you have, except of nines, eights, and sevens.

The same is to be observed in regard to the huitièmes, septièmes, sixièmes, quints, quarts, and tierces, to which the player must have

regard in his discarding, so that what he takes in may make them for him.

11. The point being selected, the elder hand declares what it is, and asks if it is good: if his adversary has not so many, he answers, "it is good:" if he has just as many, he answers, "it is equal:" but if he has more, he answers, "it is not good." The player who has the best, counts as many for it as he has cards which compose it; and whoever has the point counts it first, whether he is eldest or youngest; but if the points are equal, neither can count: it is the same when the two players have equal tierces, quarts, quints, &c.

12. The points, tierces, quarts, quints, &c. are to be shown on the table, in order that their value may be seen and reckoned; but you are not obliged to shew quatorzes, or three aces, kings, &c.

13. When each has examined his game, and the eldest, by the questions he asks, sees every thing that is good in his hand, he begins to reckon: first the carte blanche, then the point, then the sequences, and lastly the quatorzes, or threes of aces, kings, &c.; after

which he begins to play his cards, for each of which he counts one, except it is a nine or an inferior one.

14. When the elder hand has led his first card, the younger shows his point, if it is good, also the sequences, quatorzes, or threes of aces, kings, &c. or carte blanche, if he has it; and having reckoned them all together, he takes the first trick if he can with the same suit, and counts one for it; if he cannot, the other turns the trick and continues; and when the younger hand can take the trick, he may lead what suit he pleases.

15. In order to play the cards well, you must know the strength of your game, that is, by your hand you should know what your opponent has discarded, and what he retains. To do this, be particularly attentive to what he shows and reckons.

16. There are no trumps in the game of piquet: the highest card, therefore, of the same suit wins the trick.

17. When the elder hand has neither point nor any thing to reckon, he begins to count from the card he plays, which he continues till his adversary wins a trick, who then leads

in his turn. He who wins the last trick counts two. When the tricks happen to be equal, neither party counts any.

GENERAL RULES.

1. Always play according to the stages of your game; that is, when you are backward in the game, play a pushing game, otherwise you are to make twenty-seven points elder hand, and thirteen points younger hand; and always compare your game with your adversary's, and discard accordingly.

2. Always discard with the view of winning the cards; for this is so essential a part of the game, that it generally makes twenty-two or twenty-three points difference; you are, therefore, not to discard for low quatorze, such as three queens, three knaves, or three tens, because in any of these cases the odds are three to one, elder hand, that you do not succeed, and seventeen to three, younger hand; for supposing you should go for a quatorze of queens, knaves, or tens, and throw out an ace or a king, by so doing you run the risk of

losing above twenty points, in expectation of winning fourteen points.

3. At the beginning of a party always play to make your game, which is twenty-seven points elder hand, and thirteen points younger hand ; therefore, if you are elder hand, and have a tierce-major, and the seven of any suit, it is five to two but you take in one card out of any four certain cards : therefore, suppose you should have three queens, three knaves, or three tens, you are in this case to discard one of them, in preference to the seven of such a suit ; because it is three to one that you do not take in any one certain card, elder hand, to make you a quatorze, consequently you discard the seven of such a suit to a great disadvantage.

4. If your adversary should be very much before you in the game, the consideration of winning the cards must be put entirely out of the question : therefore, suppose you should have a quart to a queen, or a quart to a knave in which case it is only about five to four, being elder hand, but that you take in a card to make you a quint, and about three to one but that you take in a queen, a knave, or ten ;

and if you should have three of either dealt you, it is good play to make a push for the game, particularly if it is so far advanced as to give you but little chance for it in another deal; and in this and other cases, you may have recourse to the calculations ascertaining the odds.

5. As gaining the point generally makes ten points difference; when you discharge, you should endeavour to gain it, but not risk the losing of the cards by so doing.

6. It is so material to save the lurch, or to lurch your adversary, that you ought always to risk some points in order to accomplish either of them.

7. When you have six tricks, with any winning card in your hand, be sure to play that card; because you play, at least, eleven points to one against yourself, by not doing so.

8. When you are considerably advanced in the game, (suppose for example, you are eighty to fifty,) it is your interest to let your adversary gain two points to your one as often as you can, particularly if you are elder hand the next deal: but if, on the contrary, you are to be younger hand, and are eighty-six to fifty

or sixty, never regard the losing two or three points for the gaining of one, because that point brings you within your shew.

9. The younger hand plays upon the defensive; therefore, in order to make his thirteen points, he is to carry tierces, quarts, and especially to strive for the point: but suppose him to have two tierces, from a king, queen, or knave, as it is twenty-nine to twenty-eight that he succeeds, he having in that case four certain cards to take in or make him a quart to either of them, and, perhaps, thereby save a pique, &c. he ought preferably to go for that which he has the most chance to succeed in: but if, instead of this method of play, he has three queens, knaves, or tens, and should attempt to carry any of them preferably to the others, the odds that he does succeed being seventeen to three against him, he consequently discards to a great disadvantage.

10. Sometimes the elder or younger hand may sink one of his points (a tierce or three kings, queens, knaves, or tens) with the view of winning the cards: but this must be done with great judgment.

11. Sometimes it is good play for a younger

hand not to call three queens, knaves, &c. and to sink one card of his point, which his adversary may suppose to be a guard to a king or queen.

12. When the younger hand has a chance of saving or winning the cards by a deep discard; as, for example, suppose he should have the king, queen, and nine of a suit; or the king, knave, and nine of a suit; he may discard either of those suits, with a moral certainty of not being attacked in them; and the odds that he does take in the ace of either of those suits being against him, it is not worth his while to discard otherwise in expectation of succeeding.

13. When the younger hand has three aces dealt him, it is generally best for him to throw out the fourth suit.

14. The younger hand should generally carry guard to his queen suits, in order to make points, and save the cards.

15. If the younger hand observes that the elder hand, by calling his point, has five cards, which will make five tricks in play, and may have the ace and queen of another suit, he should throw away the guard to that king,

especially if he has put out one of that suit, which will give him an even chance of saving the cards.

16. If the elder hand has a quart to a king dealt him, with three kings, and three queens, including the king to his quart, and is obliged to discard either one of his quart to the king, or to discard a king or queen, which is best for him to discard? The chance for taking in the ace or nine to his quart to a king, being one out of two certain cards, is exactly equal to the taking either a king or a queen, having three of each dealt him: he is, therefore, to discard in such a manner as gives him the fairest opportunity of winning the cards. This case may be a general direction to discard in all similar cases, either for elder or younger hand.

17. If the elder hand has taken in his five cards, and has the ace, king, and knave of a suit, having discarded two of that suit; if he has also the ace, king, knave, and two small cards of another suit, but no winning cards in the other suits, which of these suits should he play from, in order to have the fairest chance of winning or saving the cards? He is always to play from the suit of which he has the

fewest in number; because if he finds his adversary guarded there, the probability is in his favour that he is unguarded in the other suit; and should he play from the suit of which he has the most in number, and finds his adversary's queen guarded, in that case he has no chance to save or win the cards.

18. When the elder hand is sure to make the cards equal, by playing of them in any particular manner, and is advanced before his adversary in the game, he must not risk the losing of them; but provided the adversary is greatly before him, in that case it is his interest to risk the losing of the cards, in expectation of winning them.

CALCULATIONS, ILLUSTRATIVE OF THE BEST METHOD OF DISCARDING ANY HAND WELL.

1. The chance of an elder hand's taking in one certain card, is 3 to 1 against him.

2. That of his taking in two certain cards, is 18 to 1 against him.

3. What are the odds that an elder hand takes in four aces?

	Agst. him.	For him.
That he takes in 4 aces, is.....	986	to 1.
..... 3 aces, about	33	to 1.
..... 2 aces,	3	to 1.
..... 1 ace,	2	to 5.

4. If an elder hand has one ace dealt him, what are the odds that he takes in the other three?

	Agst. him.	For him.
That he takes in the 3 aces,	113	to 1.
..... 2 aces,	6	to 1.
..... 1 ace,	2	to 3.

5. If an elder hand has two aces dealt him, what are the odds that he takes in the other two?

	Agst. him.	For him.
That he takes in the other } two aces is	18	to 1.
At least 1 of them, is near } 5 to 4 against him, or }	21	to 17.

6. If the elder hand has two aces and two kings dealt him, what are the odds that he

takes in the two aces or two kings remaining?

Agst. him. For him.

It is about 17 to 2.

7. If the elder hand has neither ace nor king dealt him, what is his chance to take in both an ace and a king in 2, 3, 4, or 5 cards?

Agst. him. For him.

In 2 cards, it is about 11 to 1.

In 3 cards, 4 to 1.

In 4 cards, 9 to 5.

In 5 cards, 33 to 51.

8. That a younger hand takes in two certain cards, is 62 to 1 against him.

9. That a younger hand takes in three certain cards, is 1139 to 1 against him.

10. The younger hand having no ace dealt him, the chance of his taking one is 28 to 29 for him.

11. If the younger hand has one ace dealt him, what are the odds of his taking in one or two of the three remaining aces?

	Agst. him.	For him.
That he takes in two of	}	21 to 1.
them is about		
At least one of them		3 to 2.

12. The odds that the younger hand takes in one certain card is 17 to 3 against him.

13. The odds of a carte blanche are 1791 to 1 against him.

COMPUTATIONS FOR LAYING WAGERS.

1. That the elder hand wins the game is 5 to 4.

2. That the elder hand does not lurch the younger hand is about 2 to 1.

3. That the younger hand does not lurch the elder hand is near 4 to 1.

4. Suppose A. and B. make a party at piquet. A. has the hand: what are the odds that A. wins the party? About 23 to 20.

5. If A. has one game, and B. one game, he who is eldest hand has about 5 to 4 to win the party.

6. If A. has two games love before they cut for the deal, the odds are about 4 to 1 that he wins the party.

7. If A. has two games love, and has the hand, the odds are about 5 to 1 that he wins the party.

8. If B. has the hand when A. is two love, the odds in favour of A. are about $37\frac{1}{2}$ to 1.

9. If A. has two games, and B. one, before they cut, the odds in favour of A. are about 2 to 1.

10. If A. has the hand, and two games to one, the odds are about 11 to 4.

11. If B. has the hand when A. is two games to one, the odds in favour of A. are about 9 to 5.

12. If A. is one game love, and elder hand, the odds in favour of A. are about 17 to 7.

13. If A. has one game love, and younger hand, the odds in favour of A. are about 2 to 1.

THE

GAME OF QUINZE.

THIS is a French game. It is usually played by only two persons, and is much admired for its simplicity and fairness; as it depends entirely upon chance is soon decided, and does not require that attention which most other games on the cards do: it is, therefore, particularly calculated for those who love to sport upon an equal chance.

It is called Quinze from fifteen being the game; which must be made as follows:

1. The cards must be shuffled by the two players, and when they have cut for deal, which falls to the lot of him who cuts the lowest, the dealer has the liberty at this, as well as at all other games, to shuffle them again.

2. When this is done, the adversary cuts them; after which the dealer gives one card to his opponent, and one to himself.

3. Should the dealer's adversary not approve of his card, he is entitled to have as

many cards given to him, one after the other, as will make fifteen, or come nearest to that number; which are usually given from the top of the pack: for example; If he should have a deuce, and draws a five, which amount to seven, he must continue going on, in expectation of coming nearer to fifteen. If he draws an eight, which will make just fifteen, he, as being eldest hand, is sure of winning the game. But if he overdraw himself, and make more than fifteen, he loses, unless the dealer should happen to do the same; which circumstance constitutes a draw game, and the stakes are consequently doubled. In this manner they persevere, until one of them has won the game, by standing and being nearest to fifteen.

4. At the end of each game, the cards are packed and shuffled, and the players again cut for deal.

5. The advantage is invariably on the side of the elder hand.

THE

GAME OF VINGT-UN.

THE game of Vingt-un, or Twenty-one, resembles the game of quinze. It may be played by two or more persons, and as the deal is advantageous, and often continues for a considerable time with the same person, it is customary to determine it at the commencement by the first ace turned up, or in any other mode that may be agreed upon.

The cards are all dealt out in succession, unless a natural vingt-un occurs; and in the mean time the pone, or youngest hand, should collect those that have been played, and shuffle them together, in order that they may be ready for the dealer against the period when he shall have distributed the whole pack.

In the first place the dealer is to give two cards, by one at a time, to each player, including himself. He is then to ask every person in rotation, beginning with the eldest hand on the left, whether he stands or wishes to

have another card ; which, if required, must be given from off the top of the pack, and afterwards another, or more if desired, till the points of the additional card or cards, added to those dealt, exceed or make twenty-one exactly, or such a number less than twenty-one as may be judged proper to stand upon.

But when the points exceed twenty-one, then the cards of that individual player are to be thrown up directly, and the stake payed to the dealer, who also is in turn entitled to draw additional cards, and on taking a vingt-un is to receive double stakes from all who stand the game, excepting such other players as may chance to have twenty-one ; between whom it is thereby a drawn game.

When any adversary has a vingt-un, and the dealer has not, in that case, the opponent so having twenty-one wins double stakes from him.

In other cases, excepting where a natural vingt-un happens, the dealer pays single stakes to all whose numbers under twenty-one are higher than his own, and receives from those who have lower numbers. But nothing is paid or received by those who happen to have simi-

lar numbers with the dealer; and when the dealer draws more than twenty-one, he is to pay to all who have not thrown up their cards.

Whenever twenty-one is dealt in the first instance, it is stiled a natural vingt-un, and should be declared immediately. It entitles the possessor to the deal, and also to double stakes from all the players, unless there shall be more than one natural vingt-un. In this case the younger hand or hands so having the same, are excused from paying to the eldest; who takes the deal of course.

An ace may be reckoned either as eleven, or as one.

The court cards are counted as ten, and the rest of the pack according to their points.

The odds of this game depend merely upon the average quantity of cards likely to come under, or to exceed twenty-one. For example: If those in hand make fourteen exactly, it is seven to six that the one next drawn does not make the number of points above twenty-one: but if the points be fifteen, it is seven to six against that hand. Yet it would not, therefore, in all cases be prudent to stand at fifteen;

for as the ace may be calculated both ways, it is rather above an even wager that the adversary's two first cards amount to more than fourteen.

A natural vingt-un may be expected once in seven coups when two, and twice in seven times, when four persons play; and so on, in proportion to the number of players.

THE

GAME OF LANSQUENET.

THE Game of Lansquenet may be played by almost any number of persons, although only one pack of cards is used at a time ; that is to say during the deal.

The dealer, who, some think, has an advantage, commences by shuffling the cards, and having them cut by any one of the party. He then deals out two cards on his left hand, turning them up ; then one for himself, and a fourth, which he places in the middle of the table for the company, which is called the *rejouissance* card. Upon this card any, or all the company, excepting the dealer, may put their money, which the dealer is obliged to answer, by staking a sum equal to the whole that is put upon it by different persons. He continues dealing, and turning the cards up, one by one, till two of a sort appear ; for instance two aces, two deuces, &c. which in order to

separate, and that no person may mistake for single cards, he places on each side of his own card ; and as often as two, three, or the fourth card of a sort come up, he always places them, as before mentioned, on each side of his own. Any single card the company has a right to take and put their money upon, unless the dealer's own card happens to be double, which often occurs by this card being the same as one of the two hand cards which he first of all dealt out on his left hand. Thus he continues dealing till he brings either their cards, or his own. As long as his own card remains undrawn he wins ; and whichever card comes up first, loses. If he draws or deals out the two cards on his left, which are called the hand cards, before his own, he is entitled to deal again ; the advantage of which is no other, than his being exempted from losing when he draws a similar card to his own, immediately after he has turned up one for himself.

This game is often played more simply without the *rejouissance* card ; giving every person round the table a card to put their money upon. Sometimes it is played by dealing

only two cards, one for the dealer, and another for the company.

It should likewise be observed, that the sum to be placed upon any card, or number of cards, is sometimes limited, above which the dealer is not obliged to answer.

PHARO.
140
THE

GAME OF PHARO.

THE Game of Pharo, or Faro, is very similar to Basset, a game formerly much in vogue. It may be played by any number of persons; and each player, or punter, as he is termed, is furnished with a suit of cards, denominated a livret, and four other cards which are called figures; viz. the first is a plain card, with a blue cross, and is called the little figure, and designates the ace, deuce, and three. The second is a yellow card, and answers for the four, five, and six. The third is a plain card, with a black lozenge in the centre; it is termed the great figure, and designates the seven, eight, nine, and ten. The fourth is a red card, and answers for the king, queen, and knave.

The game may be played without these figures, as every punter has a suit of cards; but they are convenient for those who wish to punt, or stake upon seven cards at a time.

The money placed on the cards by the

punter is answered by a banker, who limits the sums to be played for according to the magnitude of his bank. At public tables, the banker, according to the number of punters, has two, three, or more assistants called croupiers, whose business it is to watch the games of the several punters.

TERMS USED IN THE GAME OF PHARO.

BANKER, the person who keeps the table.

COUCHE, or **ENJEU**, the stake.

COUP, any two cards dealt alternately to the right or left.

CROUPIER, an assistant to the dealer.

DOUBLET, is when the punter's card is turned up twice in the same coup; in which case the bank wins half the stake. A single parolet must be taken down, but if there are several, only one retires.

HOCKLEY, signifies the last card but one, the chance of which the banker claims, and may refuse to let any punter withdraw a card when eight or less remain to be dealt.

LIVRET, a suit of thirteen cards, with four

others called figures, viz. one named the little figure, has a blue cross on each side, and represents ace, deuce, trois; another yellow on both sides, styled the yellow figure, signifies 4, 5, 6; a third with a black lozenge in the centre, named the black figure, stands for 7, 8, 9, 10; and a red card, called the great, or red figure, for knave, queen, king.

L'UNE POUR L'AUTRE, means a drawn game, and is said when two of the punter's cards are dealt in the same coup.

MASQUE, signifies turning a card, or placing another face downwards, during any number of coups, on that whereon the punter has staked, and which he afterwards may display at pleasure.

OPPOSE, is reversing the game, and having the cards on the right for the punter, and those on the left for the dealer.

PAIX, equivalent to double or quits; is, when the punter having won, does not choose to parolet and risque his stake, but bends or makes a bridge of his card, signifying that he ventures his gains only. A double paix is, when the punter having won twice, bends two cards one over the other. Treble paix, thrice,

&c. A paix may follow a sept, &c. or quinze, &c. &c.

PAIX-PAROLET, is when a punter has gained a parolet, wishes then to play double or quits, and save his original stake; double paix-parolet succeeds to winning a paix-parolet; treble paix-parolet follows double, &c.

PAROLET, sometimes called cocking, is when a punter, being fortunate, chooses to venture both his stake and gains, which he intimates by bending a corner of his card upwards.

PLI, is when a punter having lost half his stake by a doublet, bends a card in the middle, and setting it up with the points and foot towards the dealer, signifies thereby a desire either of recovering the moiety, or of losing all.

PONT, the same as Paix.

PUNT, the punter or player.

QUINZE ET LE VA, is when the punter having won a sept, &c. bends the third corner of the card, and ventures for fifteen times his stake.

SEPT ET LE VA, succeeds the gaining of a parolet, by which the punter being entitled to

thrice his stake, risks the whole again, and, bending his card a second time, tries to win seven fold.

SOIXANTE ET LE VA, is when the player having obtained a trente, ventures all once more, which is signified by making a fifth parolet, either on another card, if he has paroleted on one only before, or by breaking the side of that one which contains four, to pursue his luck in the next deal.

TAILLEUR, the dealer; generally the banker.

TRENTE ET LE VA, follows a quinze, &c. when the punter again tries his luck, and makes a fourth parolet.

METHOD OF DEALING, RULES OF THE GAME, &c.

1. The dealer, who is generally the banker, is seated at such a part of the table where he can best observe the games of the several punters. He then takes an entire pack of cards, which he ought invariably to count, lest there should be one card more or less than fifty-two. When this happens to be the case, the dealer forfeits his deal, and the bank must then pay

every stake depending on the cards of the different punters,

2. After the cards are counted, the dealer must shuffle and mix them well, as no one but himself, or one of the bankers, is suffered to touch the cards, except to cut them; which is generally done by one of the punters.

3. After the cards are cut, the dealer shows the bottom card to the company, and leaves one of the same sort turned up on the table (which card is called hockley, and is for the bank), that every one may know what card is at the bottom, without asking the dealer. The punters having made their game, the dealer announces that he is about to begin his deal, by saying, "play."

4. He now proceeds to turn the cards up from the top of the pack, one by one, placing the first card on his right hand, the second on his left; thus continuing, till he has turned up every card in the pack, laying twenty-six on one side, and twenty-six on the other. He also specifies the cards he turns up, as thus, ace, queen, &c. The first card, which is placed on the right side, is for the bank: the second, which is placed on the left side, is for

the punters, and so on alternately, until the whole pack is dealt out, stopping at the end of every second card, to observe if an event has taken place ; in that case, to receive or pay, and to give the punters an opportunity of making their games.

5. When the punter wins upon his card, and does not desire to receive his money from the bank, but wishes to proceed on with his game, he makes a *paix*, or a *parolet*. A *paix* is made by doubling his card, and leaving his stake on it, which, if he wins a second time, entitles him to receive double the amount of his stake : and if he loses upon the second event, he saves his stake, having only lost what he had won upon the first event.

6. If having won a second, he ventures to proceed, he doubles another card, and places the card he plays on at the head of his double *paix*, and so on, as often as an event in his favour takes place, still continuing to save his original stake. If he loses, with the right to change his card, after every event, or even without an event, it is never refused, by asking leave of the dealer.

7. The *parolet* is made by cocking one cor-

ner of your card, and if you win the second time, it entitles you to three times the amount of your stake; but by the same rule, if you lose, you not only lose what you had won upon the first event, but your stake likewise.

8. After making a successful parolet, it not unfrequently happens that the punter, in order to save his stake upon the next event, makes a *paix-parolet*; which is done by doubling his card as before, after he has made his first cock, and which, if he wins, entitles him to receive six times the amount of his stake.

9. But if the amount of the stake should be inconsiderable, he makes a second cock on his card, instead of doubling it, and which if he wins, entitles him to receive seven times the amount of his stake, and is called *Sept et le va*.

10. If he should happen to win a third time, and determines to proceed, he either makes a *paix* to his *sept et le va*, or puts a third cock on his card, which is called a *quinze et le va*, and which, if he wins, entitles him to fifteen times the amount of his stake: and so on, as often as an event in favour of the punter takes place, and he continues his game without receiving from the bank the amount of

his winnings as they arise. Doubling every time the amount of what he was entitled to receive upon the last event, besides including his stake at his own option, either to paix upon his parolets, or to add another cock to his card; which is called Trente et le va, and entitles him to receive thirty-one times the amount of his stake.

11. If after this, they continue fortunate, it very seldom happens they make a fifth cock; but this has been done by cutting the card in the side, and making a cock from that part of the card. But in general, those who play so bold as to venture to the fourth cock, and are fortunate enough to win upon that event, double their card with the four cocks; which will entitle them if they win to sixty-two times the amount of their stake, with this reserve, in case they lose, they save their stake. This is called a Soixante et le va.

12. It is the duty of the dealer to be particularly attentive to the punters, to observe that they do not, by mistake, double or cock a card when they are not entitled to do so, as it is considerably against the bank.

13. The dealer ought also to be extremely careful to hold the cards close and tight in his

hand ; as a person, with a keen eye, by placing himself on the right hand of the dealer may discover the cards going to be turned, and make his game accordingly.

14. The dealer must always be ready to answer how many cards remain to be dealt, when he is asked by any of the punters, in order that they may know how to proceed ; as it is considerably against them to make a fresh game, a *paix*, or a *parolet*, when the cards are nearly out.

15. When the left-hand card turned up is like that on the right, as two kings, two queens, &c. it is called a *doublet*, and the punter thereby loses half his stake. This is greatly in favour of the bank.

16. When this happens with a card on which a punter has made a *parolet*, he must take it down, but does not lose his stake. When there are more *parolets* than one, the punter is to take down but one corner of his card.

ODDS AT THE GAME OF PHARO.

The chances of *doublets* vary according to the number of similar cards remaining among

those undealt. The odds against the punter increase with every coup that is dealt.

When only eight cards are remaining, it is 5 to 3 in favour of the bank.

When only six cards, it is..... 2 to 1.

When only four cards, 3 to 1.

That the punter does not win his first stake is an equal bet.

That he does not win twice }
following, is } 3 to 1.

Three times following, is..... 7 to 1.

Four ditto, is.....15 to 1.

Five ditto, is.....31 to 1.

Six ditto, is63 to 1.

Choupiet	Noir	Rouge
	Noir	Rouge
	Noir	Rouge
	Noir	Rouge
	Noir	Rouge
	Noir	Rouge
o 3		

those unhealth. The odds against the punter increase with every card that is dealt. When only eight cards are remaining, it is

THE GAME OF ROUGE ET NOIR.

THE Game of Rouge et Noir, or Red and Black, is a modern one. It is so styled, not from the cards, but from the table on which it is played being covered with red and black cloth, in the places marked in the following table.

THE TABLE.

Dealer.	Rouge.		Noir.	
	Rouge.		Noir.	
	Rouge.		Noir.	
	Noir.		Rouge.	
	Noir.		Rouge.	
	Noir.		Rouge.	

Croupier.	Rouge.		Noir.	
	Rouge.		Noir.	
	Rouge.		Noir.	
	Noir.		Rouge.	
	Noir.		Rouge.	
	Noir.		Rouge.	

Croupier.

Any number of persons may play at this game. They are called punters, and may risk their money on which colour they please. The stakes are to be placed within the outside line.

The dealer and croupier being situated opposite to each other, as marked in the table, the dealer takes six packs of cards, shuffles them, and distributes them in various parcels to the different punters round the table, to shuffle and mix. He then finally shuffles them, and removes the end cards into various parts of the three hundred and twelve cards, until he meets with a pictured card, which he must place upright at the end. This done, he presents the pack to one of the punters, to cut, who places the pictured card where the dealer separates the pack, and that part of the pack beyond the pictured card, he places at the end nearest him, leaving the pictured card, by which the punter had cut, at the bottom of the pack.

The dealer then takes a certain quantity of cards, about as many in number as a pack, and looking at the first card, to know its colour, puts it on the table with its face down-

wards; he then takes two cards, one red and the other black, and sets them back to back: these cards are turned, and placed conspicuously as often as the colour varies in each successive event, for the information of the company.

The punters having staked their money on either of the colours, the dealer says—*Votre jeu est il fait?* Is your game made? or, *Votre jeu est il prêt?* Is your game ready? or, *Le jeu est prêt, Messieurs.* The game is ready, Gentlemen. He then deals the first card with its face upwards, saying, Noir, and continues dealing, until the cards turned exceed thirty points in number, which he must mention, as trente et un, or whatever it may be.

As the aces reckon but for one, no card after thirty can make up forty; the dealer, therefore, does not declare the tens after thirty-one, or upwards, but merely the units, as two, three, &c. and always in the French language, as thus: if the number of points on the cards dealt for noir are thirty-five, he says—*cinq*, or five.

Another parcel is then dealt for rouge in a similar manner: and if the punters' stakes are

on the colour that comes to thirty-one, or nearest to it, they win, which is announced by the dealer, who says, *rouge gagne*, red wins; or *noir gagne*, black wins. These two parcels, one for each colour, make a coup.

The same number of points being dealt for each colour, the dealer says, *apres*, after. This is a doublet, or *un refait*, by which neither party wins, unless both colours are thirty-one, which the dealer announces, by saying, *un refait trente et un*, and he wins half the stakes punted on both colours. He, however, seldom takes the money, but removes it into the middle line, on which colour the punters please: this is called the first prison, or *la premiere prison*; and if they win the next event, they draw their whole stake. In case of a second doublet, the money is removed into the third line, which is called the second prison, or *la seconde prison*. When this happens, the dealer wins three quarters of the money punted; and if the punters win the next event, their stakes are removed to the first prison.

The cards are sometimes cut, for which colour shall be dealt first: but in general the first parcel is for black, and the second red.

After the first card is turned up, no stakes can be made for that event.

The punter is at liberty to pay the proportion of his stake lost, or go to prison.

The banker at this game cannot refuse any stake, and the punter having won his first stake, may, as at Pharo, make a parolet, and pursue his luck up to a soixante et le va, if he pleases.

Bankers generally furnish punters with slips of card paper, ruled in columns, each marked N. or R. at the top, on which accounts are kept, by pricking with a pin, and when unrefait happens, the same is denoted by running the pin through the middle.

The odds against le refait being dealt, are reckoned 63 to 1, but bankers acknowledge they expect it twice in three deals, and there are generally from 29 to 32 coups in each deal.

The odds of winning several following times are the same as at Pharo.

THE

GAME OF CRIBBAGE.

THE Game of Cribbage differs from all other games, by its immense variety of chances. It is reckoned useful to young people in the science of calculation. It is played with the whole pack of cards, generally by two persons, and sometimes by four. There are also different modes of playing, that is, with five, six, or eight cards: but the games principally played are those with five and six cards.

TERMS USED IN THE GAME OF
CRIBBAGE.

CRIB, the cards thrown away by each party, and whatever points are made by them, the dealer is entitled to score.

PAIRS, are two similar cards, as two aces, or two kings. They reckon for two points, whether in hand, or playing.

PAIRS ROYAL, are three similar cards, and reckon for six points, whether in hand or playing.

DOUBLE PAIRS ROYAL, are four similar cards, and reckon for twelve points, whether in hand or playing. The points gained by pairs, pairs royal, and double pairs royal, in playing, are thus effected. Your adversary having played a seven, and you another, constitutes a pair, and entitles you to score two points: your antagonist then playing a third seven, makes a pair royal, and he marks six; and your playing a fourth, is a double pair royal, and entitles you to twelve points.

FIFTEENS. Every fifteen reckons for two points, whether in hand or playing. In hand they are formed either by two cards, such as a five and any tenth card, a six and a nine, a seven and an eight, or by three cards, as a two, a five, and an eight, &c. And in playing thus, if such cards are played as make together fifteen, the two points are to be scored towards the game.

SEQUENCES, are three or four, or more successive cards, and reckon for an equal number of points, either in hand or playing. In play-

ing a sequence, it is of no consequence which card is thrown down first: as thus; your adversary playing an ace, you a five, he a three, you a two, then he a four, he counts five for the sequence.

FLUSH, is when the cards are all of one suit, and reckons for as many points as cards. For a flush in the crib, the card turned up must be of the same suit as those in hand.

END-HOLE, is gained by the last player, and reckons for one point when under thirty-one, and for two points when thirty-one. To obtain either of these points is considered a great advantage.

LAWS OF THE GAME OF CRIBBAGE.

1. In dealing, the dealer may discover his own cards, if he pleases, but not those of his adversary. If he does, that adversary is entitled to mark two points, and call a fresh deal, if he pleases.

2. If the dealer gives his adversary too many cards, the adversary may score two points, and also demand another deal; pro-

vided he detects the error previous to his taking up his cards.

3. When any player is observed to have in his hand more than the proper number of cards, in that case the person who discovers it may mark four points to his game, and call a new deal, if he thinks proper.

4. If the dealer gives himself more cards than he is entitled to, the adversary may score two points to his game, and call a fresh deal, if he thinks proper: if he does not, he is entitled to draw the extra cards from the dealer's hands. If the non-dealer observes his adversary has more cards than are his due, after they are taken off the table, he may score four points to his game, and call a new deal.

5. If either party meddle with the cards, from the time they are dealt until they are cut for the turn-up card, his adversary is entitled to score two points.

6. If any player scores more than he is entitled to, the other party has a right, not only to put him back as many points as were so scored, but also to score the same number to his own game.

7. If either party touches even his own pegs

unnecessarily, the adversary may score two points to his game.

8. If either party take out his front peg, he must place the same behind the other.

9. Either party scoring a less number of points than are his due incurs no penalty.

10. Each player has a right to pack his own cards, and should he place them on the pack, and omit scoring for them, whether hand or crib, he must not mark for them afterwards.

METHOD OF PLAYING FIVE-CARD CRIBBAGE.

The cribbage board is so universally known, that it is unnecessary to describe it, and the sixty-one points, or holes marked thereon, which constitute the game.

At the commencement of the game the parties cut for deal. The person cutting the lowest cribbage card is dealer, and the non-dealer scores three points, which is called *three for the last*, and may be marked at any period of the game. The deal is made by dealing one card alternately until each party has five.

Each player then proceeds to lay out two of the five cards for the crib, which always belong to the dealer. In doing this always recollect whose crib it is; as the cards which may advantage your own are almost invariably prejudicial to your game when given to your adversary. This done, the non-dealer cuts the remainder of the pack, and the dealer turns up the uppermost. This card, whatever it may be, is reckoned by each party in hand or crib. When it happens to be a knave, the dealer scores two points to his game.

After laying out and cutting as above mentioned, the eldest hand plays any card, which the other endeavours to pair, or to find one, the points of which, reckoned with the first, will make 15; then the non-dealer plays another card, trying to make a pair, pair royal, flush where allowed of, or 15, provided the cards already played have not exceeded that number, and so on alternately till the points of the cards played make 31, or the nearest possible number under that.

When the party whose turn it may be to play, cannot produce a card that will make 31, or come in under that number, he then

says, "Go," to his antagonist, who thereupon is to play any card he has that will come in to make 31, if he can, and take two points, or to score one for the end hole; and besides, the last player has often opportunities to take pairs, or sequences. Such cards as remain after this are not to be played; but each party having, during the play, scored his points gained, in the manner as hereafter directed, proceeds, the non-dealer first, then the dealer, to count and take for his hand and crib as follows, reckoning the cards every way they possibly can be varied, and always including the turned-up card.

For every 15..... 2 points.

..... pair, or 2 of a sort.... 2 points.

..... pair royal, or 3 of a sort 6 points.

..... double pair royal, or } 12 points.
4 of a sort..... }

..... sequence of any sort, according to
the N^o

..... flush according to the N°

..... knave, or noddy, of the same suit as was turned up, 1 point; but when turned up it is not to be reckoned again, nor is any thing to be taken for it when played.

Three cards of the same suit in hand, or four in crib, generally entitle the holder to reckon that number, and also one more when the turned-up card happens to be of the same suit.

MAXIMS FOR LAYING OUT THE CRIB CARDS.

It is always highly necessary, in laying out cards for the crib, that every player should consider not only his own hand, but also whom the crib belongs to, and what is the state of the game; because what might be proper in one situation, would be extremely imprudent in another.

If you should happen to possess a pair royal, be sure to lay out the other two cards, for either your own or your adversary's crib; except you hold two fives with the pair royal: in that case it would be extremely injudicious to lay them out for your adversary's crib, unless the cards you retain insure your game, or your adversary being so near home, that the crib becomes of no importance.

It is generally right to flush your cards in

hand, whenever you can; as it may assist your own crib, or balk your opponent's.

Endeavour always to retain a sequence in your hand, and particularly if it is a flush.

Always lay out close cards, such as a three and four, a five and six, for your own crib, unless it breaks your hand.

As there is one card more to count, in the crib, at five-card cribbage, then there is in hand, be sure to pay great attention to the crib, as the probability of reckoning more points for the crib than hand is five to four.

For your own crib, always lay out two cards of the same suit, in preference to two of different suits, as this will give you the chance of a flush in the crib.

Never lay out cards of the same suit for your adversary's crib.

Endeavour always to balk your opponent's crib. The best cards for this purpose are, a king and an ace, a six, a seven, an eight, a nine, or a ten; or a queen with an ace, a six, a seven, an eight, or a nine; or any cards not likely to form a sequence.

A king is generally esteemed the greater balk; as, from its being the highest card in

the pack, no higher one can come in to form a sequence.

Never lay out a knave for your adversary's crib, when you can possibly avoid it, as it is only three to one, but the card turned up is of the same suit, by which he will obtain a point.

Even though you should hold a pair royal, never lay out for your adversary's crib, a two and three, a five and six, a seven and eight, or a five and any tenth card. Whenever you hold such cards, observe the stage of your game, and particularly if it is nearly ended, whether your adversary is nearly out, or within a moderate show, and it is your deal. When this is the case, you must retain such cards as will, in playing, prevent your adversary from making pairs or sequences, &c. and enable you to win the end-hole, which will often prevent your opponent from winning the game.

ODDS OF THE GAME.

The number of points to be expected from the cards in hand are estimated at rather more than four, and under five; and those to be

gained in play are reckoned two to the dealer, and one to the adversary, making in all about six on the average, throughout the game ; the probability of those in the crib are estimated at five ; so that each player ought to make sixteen in two deals, and so in the same proportion to the end of the game, by which it appears that the dealer has somewhat the advantage, supposing the cards to run equal, and the players well matched. By attending to this calculation any person may judge whether he is at home or not, and thereby play his game accordingly ; either by making a grand push when he is behind and holds good cards, or by endeavouring to balk his adversary when his hand proves indifferent.

CALCULATIONS FOR LAYING WAGERS.

Before you bet, be careful to ascertain who has the deal, and pay particular attention to the situation of the pegs.

In favour of the Dealer.

Each party being 5 holes going up is	6 to 4.
.....at 10 holes.....	12 to 11.
.....15 ditto.....	7 to 4.
.....20 ditto.....	6 to 4.
.....25 ditto.....	11 to 10.
.....30 ditto.....	9 to 5.
.....35 ditto.....	7 to 6.
.....40 ditto.....	10 to 9.
.....45 ditto.....	12 to 8.
.....50 ditto	5 to 2.
.....55 ditto.....	21 to 20.
.....60 ditto.....	2 to 1.

When the dealer wants 3 and his
adversary 4..... } 5 to 4.

In all situations of the game, till
within 15 of the end, when the
dealer is 5 points ahead..... } 3 to 1.

But when 16 of the end..... 8 to 1.

If the dealer wants 6, and the ad-
versary 11..... } 10 to 1.

If the dealer is 10 ahead, it is 4 to 1.

And near the end of the game ... 12 to 1.

When the dealer wants 16 and his
opponent 11..... } 21 to 20.

Against the Dealer.

When both players are at 56 holes	}	7 to 5.
each, is		
When both players are at 57.....		7 to 4.
..... 58.....		3 to 2.
When the dealer wants 20 and his	}	5 to 4.
opponent 17.....		
When the dealer is 5 points behind	}	6 to 5.
previous to turning the top of the		
board		
When he is 31, and his opponent 36		6 to 4.
When he is 36, and his opponent 41		7 to 4.

Even betting.

In all points of the game, till within 20 of the end, if the non-dealer is 3 ahead.

The dealer wanting 14, and his opponent 9.
 ditto..... 11..... ditto..... 7.

And also when at 59 holes each player.

THREE OR FOUR HAND CRIBBAGE

differs only from the preceding, as the parties only put out but one card each to the crib,

and when thirty-one, or as near as can be, have been made, then the next eldest hand leads, and the players go on again, in rotation, with any remaining cards, till all are played out, before they proceed to shew.

SIX-CARD CRIBBAGE

is so exactly similar to five-card cribbage, that any person playing the one well, must equally play the other so. It consists of pairs, sequences, flushes, &c. and the points are reckoned and marked precisely in the same manner, except that at the beginning of the game, the non-dealer is *not* to score any holes for the last, and all the cards must be played out: that is, when either party has made the end-hole, the remaining cards in hand must be played, scoring for the pairs or fifteens they may form. When last player you should endeavour to retain close cards in hand, as they may enable you to acquire four points in playing.

The dealer is supposed to have some trifling advantage.

The dealer is entitled to twenty-five points by his hand, crib, and next hand. Thus, at

his second deal, if his peg is in the twenty-fifth hole of the board, he has his complement of points; the same at his third deal, if he is within eleven points of the game.

If the non-dealer by his first hand attain the eleventh hole in the board, he will have the best of the game; for he is entitled to expect he shall make his second deal, with his front peg in the thirty-sixth hole, and by which he will probably win the game, by his hand, crib, and next hand.

If you are dealer, and your adversary has above his complement of points, you must play your game accordingly. Thus, if you have good cards, endeavour to make as many points as possible by pairing, fifteens, &c. On the contrary, if your cards are indifferent, you must play off to prevent your adversary from obtaining points.

Sometimes eight-card cribbage is played; but very seldom.

THE
GAME OF MATRIMONY.

THE Game of Matrimony is played with an entire pack of cards, by any number of persons from five to fourteen. The game consists of five chances, viz.

Matrimony, which is king and queen.

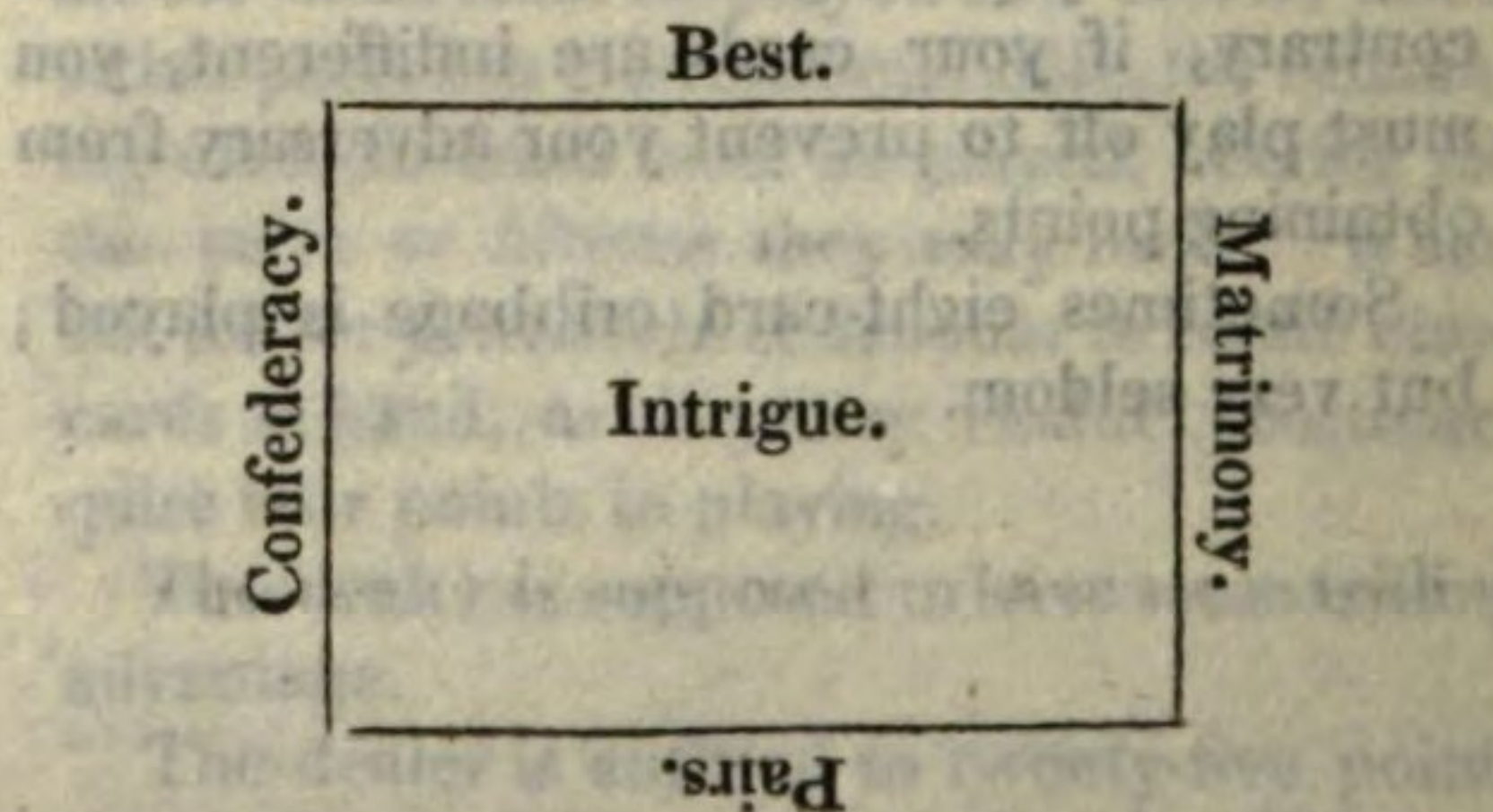
Confederacy, king and knave.

Intrigue, queen and knave.

Pair, two aces, or two kings, &c.

Best, which is the ace of diamonds, after which any other is so considered, then king, &c.

These several chances are marked on a board or sheet of paper, thus :



'This game is generally played with counters. Each player has a number given him: the dealer then puts as many of them as he pleases, on either, or all of these several chances, and the other dealers are obliged to stake the same number of counters, except one: that is, if the dealer stakes twelve, the company lay on eleven each. After this is done, the dealer deals each person two cards, beginning with the person on his left, who is elder hand. He then deals round again one card to each, which is turned up, and if any one should have the ace of diamonds so turned up, he takes the whole pool. It is necessary to observe, that the ace of diamonds in hand, is of no more value than any other card. If it is not turned up, then each person discover their cards, and if they have matrimony, confederacy, &c. each draws whatever number of counters there may be on that point. When two or more persons happen to have a similar combination, in that case, the eldest hand has the preference: and should there be no chance gained, it stands over to the next deal.

THE
GAME OF CASSINO.

THE Game of Cassino is played with an entire pack of cards, generally by four persons, but sometimes by three, and often by two.

TERMS USED IN THE GAME OF CASSINO.

GREAT CASSINO, the ten of diamonds, which reckons for two points.

LITTLE CASSINO, the two of spades, which reckons for one point.

THE CARDS, is when you have a greater share than your adversary, and reckons for three points.

THE SPADES, is when you have the majority of that suit, and reckons for one point.

THE ACES: each of which reckons for one point.

LURCHED, is when your adversary has won the game before you have gained six points.

LAWS OF THE GAME.

The dealer and partners are determined by cutting as at whist.

The deal is not lost when a card is faced by the dealer, unless in the first round before any of the four cards are turned up on the table ; and if a card should be faced in the pack before any of the said four are turned up, it is a new deal.

If any person plays with less than four cards, he must abide by the loss ; and should a card be found under the table, the player whose number is deficient is obliged to take it.

All the cards being dealt, those remaining on the table, unmatched, belong to the player who last took up.

If each player possesses an equal portion of the cards, that is, twenty-six each, neither can score any points that game.

When each player has reckoned his game, that is, the points that may arise from either of the cassinos, the cards, the spades, or the aces, the lesser number must be subtracted from the greater ; as thus : suppose you have

great cassino and two aces, which make four points, and your adversary has little cassino, the cards, the spades, and two aces, which make seven points, he only marks three, as your four points must be deducted.

You must never examine the cards taken up, unless you suspect a mistake, when you must challenge it immediately, otherwise you cannot claim it.

If you are lurched you lose a double stake, provided you do not agree to the contrary before you commence the game.

METHOD OF DEALING, WITH RULES FOR PLAYING, &c.

1. Eleven points constitute the game; and six is the lurch. These eleven points are thus calculated.

Great Cassino 2.

Little Cassino 1.

The four aces, one point each 4.

The majority in spades 1.

The majority of cards 3.

The sweep before the end of the game,
when a player can match all on
the board, also reckons for 1.

2. On the commencement of the game, each party cuts for the deal, which is determined as at the game of whist. The dealer then gives each player one card, and turns up one on the board, and thus, alternately, until each player has four cards, and four on the board. It is only on the first deal, that any cards are turned up on the board.

3. When the cards are thus dealt, examine your hand, and also those on the board, in order to see if you can pair them, or make up a number of pips from the cards on the table, equal to the card you lay down; if so, you take them up, and place them before you with their faces downwards.

4. Always remember to take up spades in preference to any other suit.

5. Always endeavour to remember the cards played, and those which remain in; which will be of great service to you in playing.

6. When by playing a card, you can match all on the board, that is, suppose they are eight or ten cards, which will make three or four distinct tens, and you play a ten, you take them all up, and in consequence of clearing the board, you are entitled to add one point to your score.

7. If you cannot pair, nor take up any cards, then play such a card as will not assist to make up an eight, nine, or ten, &c. when this is the case, it is best to play a pictured card, or a small one, but not an ace.

8. Provided you hold a pair, and a similar card is on the table, in that case, you should, if the fourth is out (but not otherwise), lay down one of them, wait you turn to play the other, and then take up the three together.

9. Take up the card laid down by your adversary in preference to any other on the table.

10. Forbear to play a ten, or a two, while great or little cassino remain in.

11. If you have a pair play one of them.

12. Take up as many cards as you possibly can with one card, and try to win the last cards.

13. Even if you should have it in your power to play your cards to advantage, nevertheless avoid doing it, when it may give your adversary an opportunity of clearing the board.

14. When you happen to take up a pair, always endeavour to separate them, by placing them in different parts of the cards before you,

in order to prevent their coming in pairs the next deal.

15. Attend to the adversaries' score, and if possible, prevent them from saving their lurch, even though you should otherwise seemingly get less yourself; particularly if you can hinder them from sweeping the board.

16. When four persons play, each has a partner the same as at whist, and the game is marked in a similar manner; allowing the subtraction above mentioned.

17. When three persons play, each party scores separately, and the two lowest add their points together, and subtract them from the highest.

18. When two persons play, each party marks for himself; allowing also for the subtraction before mentioned.

THE
GAME OF REVERIS.

THE Game of Reversis is played by four persons, with every one a box, containing six contracts, reckoned as forty-eight fish each, twenty counters six fish each, and thirty-two fish, making in all four hundred fish; likewise with two pools, called the great, and the little quinnola pools, (the great one to be under the little) which are always to be placed on the dealer's right hand.

LAWS OF THE GAME OF REVERIS.

1. Whoever misdeals, loses his deal.
2. If any person takes his card without having put out to the discard, the deal is void.
3. The eldest hand takes care that all the players have put their stakes into the pools; if he does not, he must make good the deficiency.
4. The discard cannot be charged after being put out.
5. The elder hand must not play a card till

the discard is complete ; should he have played, he is permitted, if nobody has played it, to take up the same and play another.

6. No one may play before his turn.

7. If at the end of the game, there should be an error in the discard, the deal must be made again.

8. It is too late to ask for any payments after the cards are cut.

9. The player who throws down his game, conceiving he can win the remaining tricks, is to pay for any ace or quinola that has or can be placed or given; and, in case of undertaking a reversis, the person who might break it can oblige him to play the cards as he who can break it shall direct.

10. If a player, whether thinking he has won the party or not, asks for the aces or quinolas led out, before the person who has really won the party has demanded them, he is to pay for him who might otherwise have been called upon to pay.

11. Before you play a card it is always allowable to ask how the cards have been played, but it is not permitted to observe it to others who may not make the enquiry.

12. The player may examine all his own tricks at any time, but not look at those of any other person, except the last trick.

METHOD OF PLAYING, RULES OF THE
GAME, &c.

1. In playing this game, the tens must be taken out from a pack of cards ; the deal is to the right ; three cards are given to each player the first round, and four to the dealer ; afterwards always four, so that the non-dealers will have eleven cards each, and the dealer twelve, with three remaining, which are placed singly in the middle of the table opposite to each non-dealer, who is to put out a card, under the pools, and replace it with the card that is opposite to him on the table : the dealer likewise puts out one, but does not take in ; should, however, there be three remises or stakes in the pools, then it is in any player's option to take a card or not ; if he does not, he may see the card, before the same is placed to the discard ; then, previous to playing any card, the opposite parties exchange one with each other.

2. The cards rank as at whist, and the points

in the tricks are forty, each ace reckoning four, king three, queen two, and knave one.

3. The points in the discard, which form the party, reckon as in the tricks, except the ace of diamonds, and the knave of hearts, as great quinola; the former reckoning five, and the latter four. The player having the fewest points wins the party. If two should happen to have the same number of points, then he who has the fewest tricks has the preference; if points and tricks are equal, then he who dealt last wins; but he who has not a trick has the preference over a trick without points: and the espagnolette played, and won, gains the party in preference to the last dealer. When every trick is made by the same person, there is no party; and this is called making the reversis.

4. The great quinola pool, is to consist of twenty-six fish, and to be renewed every time the same is cleared, or has fewer in it than the twenty-six; this stake is attached to the knave of hearts, or great quinola, which cannot be put to the discard, unless there are three stakes, or a hundred fish in the pool. The little quinola pool, consisting of thirteen fish, attached to the queen of hearts, as little quinola, is to

be renewed in the same manner, in proportion as the other, and the little quinola cannot be put to the discard, unless there are three stakes, or fifty fish in the pool.

5. Each time either or both of the quinolas are placed, or played on a renounce they are entitled to the stakes attached to them except when there are three stakes in the pool, then the great quinola is to receive a hundred fish, and the little quinola fifty. On the contrary, each time the quinolas are forced, the stakes are to be paid in the same proportion as they would have been received, except in the single instance of the person who played the quinolas making the reversis, when the quinola, to be entitled to any benefit, must be played before the two last tricks.

6. Every trick must be made by one person to make the reversis, which is undertaken when the first nine tricks are gained by the same person: there is an end of the party, and of the quinolas if held by him, except he has played both or either of them before the two last tricks; but, on the contrary, should his reversis be broken, he is then not only to pay the reversis broken, but the stakes to the pools, for

the quinolas he may have played before the reversis was undertaken. All consolations paid for aces or quinolas, by the person undertaking the reversis, are to be returned on winning it.

7. The espagnolette is either simply four aces, three aces and one quinola, or two aces and two quinolas. The player having the same, has a right to renounce in every suit, during the whole game, and if he can avoid winning any trick, and there is no reversis, he of course wins the party in preference to him who is better placed; but if he is obliged to win a trick, he then pays the party to the other, and returns the consolations he may have received for aces or quinolas; and if he has a quinola, he must pay the stake to the pool, instead of receiving it. The player having the espagnolette, is at liberty to wave his privilege and play his game as a common one, but forfeits that privilege. The moment he has renounced playing in suit, the player of the espagnolette receives consolation on any part of the game, if he forces the quinola.

8. When the reversis is won or broke, the espagnolette pays singly for all the company.

When the person holding the espagnolette can break the reversis, he is paid, as before mentioned, by the person whose reversis he broke. If the espagnolette has placed his quinola, and there is a reversis either made or broken, he is not to receive the stake; for when the reversis is attempted, the stakes are neither received nor paid, except by him who undertakes the same. If, by another player having the ace or king of hearts, the espagnolette has, in any part of the game, either of his quinolas forced, he pays the stake and his consolation to him who forces, except there is a reversis.

9. The dealer always puts two fish into the great quinola pool, and one into the little; besides which every player, at the commencement, puts into the former six fish, and into the latter three; and each time the stakes are drawn, or when there are fewer fish in the pool than the original stake, the pool must be replenished as at first. To the points in the discard, four are to be added for the party. The person who gives an ace upon a renounce, receives a fish from the person who wins the trick: if it happens to be the ace of diamonds, he receives two. The person who forces an

ace receives the same payments from all the players.

10. The great quinola placed upon a renounce receives six fish; the little quinola three; and if either of them is forced, the person who forces receives the same payment from each player; and these payments are made immediately with asking for them.

11. One or more aces, or either of the quinolas played or led out, pay the same as if they had been forced to the person who wins the party, but it is for him to recollect or demand them. When either ace or quinola are placed, played, or first card led out, it is called *à la bonne*, and are played double, and all payments whatever are double to the person who sits opposite.

12. The payment for the reversis made or broke, is eighty fish; each player paying twenty, and the opposite party forty, when the reversis is made; but when broken, the whole is paid by the person whose reversis is broken; that is, he pays the person breaking it exactly the same number of fish he would have received had he won it.

THE GAME OF PUT.

THE Game of Put is played with an entire pack of cards, generally by two, and sometimes by four persons. At this game the cards rank differently in value from all others; a tray being the best, then a two, then an ace, then king, queen, &c.

LAWS OF THE GAME.

1. When the dealer accidentally discovers any of his adversary's cards, the adversary may demand a new deal.
2. When the dealer discovers any of his own cards in dealing, he must abide by the deal.
3. When a faced card is discovered during the deal, the cards must be reshuffled, and dealt again.
4. If the dealer gives his adversary more cards than are necessary, the adversary may call a fresh deal, or suffer the dealer to draw the extra cards from his hand.

5. If the dealer gives himself more cards than are his due, the adversary may add a point to his game, and call a fresh deal if he pleases, or draw the extra cards from the dealer's hand.

6. No bye-stander must interfere, under penalty of paying the stakes.

7. Either party saying, "I put," that is, I play, cannot retract, but must abide the event of the game, or pay the stakes.

TWO-HANDED PUT.

The game consists of five points; they are generally marked with counters, or money, as at whist.

On the commencement of the game, the parties cut for deal, as at whist. The deal is made by giving three cards, one at a time, to each player. The non-dealer then examines his cards, and if he thinks them bad, he is at liberty to put them upon the pack, and his adversary scores one point to his game. This, however, should never be done. It is always best to play the first card, and whether your opponent wins it, passes it, or plays one of

equal value to it (which is called a tie), you are at liberty to put, or not, just as you please, and your adversary only wins one point.

If your opponent should say, "I put," you are at liberty either to play or not. If you do not play, your adversary adds a point to his game; and if you do play, whoever wins three tricks, or two out of the three, wins five points, which is the game. It sometimes happens that each party wins a trick, and the third is a tie; in that case neither party scores any thing.

FOUR-HANDED PUT

is played exactly the same as two-handed, only each person has a partner; and when three cards are dealt to each, one of the players gives his partner his best card, and throws the other two away; the dealer is at liberty to do the same to his partner, and vice versa. The two persons who have received their partner's cards play the game, previously discarding their worst card, for the one they have received from their partners. The game then proceeds as at two-handed put.

gained by the player of the first card of connexion; and, when there is a connexion, any following player may trump, without in-

THE GAME OF CONNEXIONS.

THE Game of Connexions may be played either by three or four persons. If three should play, ten cards are to be given; but if four, then only eight, which are dealt and bear the same value as at whist, with this exception, that diamonds are always trumps.

The connexions are formed in the following manner :

1. By the two black aces.
2. The ace of spades, and king of hearts.
3. The ace of clubs, and king of hearts.

For the first connexion two shillings are drawn from the pool; for the second one shilling; for the third sixpence, and sixpence for the winner of the majority of the tricks. This is supposing gold to be staked in the pool, but when only silver is posted, then pence are drawn.

A trump played in any round where there is a connexion wins the trick, otherwise it is

gained by the player of the first card of connexion: and, whenever there is a connexion, any following player may trump, without incurring a revoke; and also, whatever suit may be led, the person holding a card of connexion, is at liberty to play the same; but the others must follow suit, if possible; unless one of them can answer the connexion, which should be done in preference.

No money can be drawn till the hands are finished; then the possessors of the connexions are to take first, according to precedence.

THE
GAME OF ALL FOURS.

THE Game of All Fours is played by only two persons, with an entire pack of cards. It derives its name from the four chances of which it consists; namely, High, Low, Jack, and Game.

TERMS USED IN THE GAME.

HIGH, the ace of trumps, or the next best trump out, and reckons for one point.

LOW, the deuce of trumps, or the next lowest trump out, and reckons for one point.

JACK, the knave of trumps, and reckons for one point.

GAME, the majority of pips collected from the tricks, and reckons for one point. The cards from which this is obtained are, ace, king, queen, knave and ten. The ace reckons for four pips, the king for three, the

queen for two, the knave for one, and the ten for ten.

BEG, is when the non-dealer, not liking his cards, says, "I beg," in which case the dealer must give him three more cards from the pack, and three to himself; or suffer him to add one point to his game.

LAWS OF THE GAME.

1. If in dealing, the dealer discovers any of the adversary's cards, a new deal may be demanded.

2. If the dealer, in dealing, discovers any of his own cards, he must abide by the same.

3. If it is discovered, previous to playing, that the dealer has given his adversary too many cards, there must be a new deal; or, if both parties agree, the extra cards may be drawn by the dealer from his opponent's hand; and the same if the dealer gives himself too many cards. But, in either case, if a single card has been played, then there must be another deal.

4. No person can beg more than once in a hand, unless both parties agree.

5. In playing, you must either follow suit, or trump, on penalty of your adversary's adding one point to his game.

6. If either player sets up his game erroneously, it must not only be taken down, but the antagonist is entitled to score four points, or one, as shall have been agreed upon.

7. It is allowable for the person who lays down a high or a low trump, to enquire whether the same be high or low.

RULES FOR PLAYING.

1. The game consists of ten points. After cutting for deal, at which either the highest or lowest card wins, as may have been previously agreed upon, six cards are to be given to each player, either by three or one at a time. The thirteenth card is turned up, and is the trump card.

2. If the card turned up should be a knave, the dealer scores one point to his game. Knave of trumps in hand does not reckon, unless you make a trick with it: for if your adversary takes it with the ace, king, or queen, he scores it.

3. If the eldest hand should not like his cards,

he may, for once in a hand, say, "I beg," when the dealer must either give him a point, or deal three more cards to each, and turns up the seventh for trump: but if that should prove of the same suit as the first turned up, then three cards more must be given, and so on till a different suit occurs.

4. The cards rank as at whist, and each player should strive to secure his own tens and court cards, or take those of the adversary; to obtain which, except when commanding cards are held, it is usual to play a low one; in order to throw the lead into the opponent's hand.

5. Endeavour to make your knave as soon as you can.

6. Low is always scored by the person to whom it was dealt; but Jack being the property of whoever can win or save it, the possessor is permitted to revoke and trump with that card.

7. Win your adversary's best cards when you can, either by trumping them, or with superior cards of the same suit. In every other respect the game is played as at whist.

When this is settled, or if the first card does not prove trump, then the next eldest shows the uppermost card, and so on; the company speculating as they think proper, till

THE

GAME OF SPECULATION.

SPECULATION is a noisy round game. It may be played by several persons, with a complete pack of cards, bearing the same import as at whist, with fish or counters, on which such a value is fixed as the company may agree upon.

The highest trump, in each deal, wins the pool; and whenever it happens that not one is dealt, then the company pool again, and the event is decided by the succeeding coup.

After determining the deal, &c. the dealer pools six fish, and every other player four: in the next place, three cards are given to each by one at a time, and another turned up for trump; the cards are not to be looked at, except in this manner: the eldest hand shews the uppermost card, which, if a trump, the company may speculate upon or bid for; the highest bidder buying and paying for it, provided the price offered is approved of by the seller.

When this is settled, or if the first card does not prove trump, then the next eldest shews the uppermost card, and so on; the company speculating as they think proper, till all are discovered; when the possessor of the highest trump, whether by purchase or otherwise, gains the pool.

In order to play this game well, little more is required, than to recollect what superior cards of that particular suit have appeared in the preceding deals, and calculating the probability of the trump offered proving the highest in the deal then undetermined.

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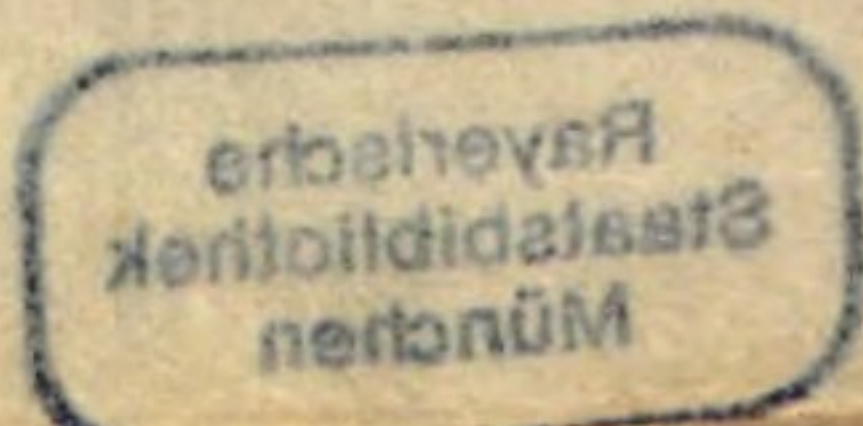
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